



# Revan: Star Wars Legends

*Drew Karpyschyn*

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*There's something out there:*

*a juggernaut of evil bearing down to crush the Republic--  
unless one lone Jedi, shunned and reviled, can stop it.*

Hero, traitor, conqueror, villain, savior--the man called 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. What happened beyond the Outer Rim that Revan can't quite remember or entirely forget? One thing he's certain of: Something dark is plotting to destroy the very existence of the Republic. With no idea how to identify the threat, let alone stop it, Revan may be doomed to fail. For he's never faced a more powerful and diabolic enemy. But only death can stop him from trying.

**"An excellent book . . . [Karpysyn] really draws the reader in."--Eucantina**

**"Full of adventure, danger, and revelations."--TheForce.Net**

## Revan: Star Wars Legends Details

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# From Reader Review *Revan: Star Wars Legends* for online ebook

## Bookwraiths says

Originally reviewed at Bookwraiths.

Knights of the Old Republic (herein after referred to as KOTOR) was one of my all-time favorite video games back in the day, the Old Republic era of Star Wars a great landscape for the epic struggle of Revan, Bastilla, and their companions against the forces of the Sith. I can't count the hours I sat in front of my television grinding away at the missions, unraveling the quests to finish KOTOR. It was great fun, wonderful memories. But that is exactly why I never read *Revan* when it was released; my fear that a continuation of this Star Wars story could never live up to my sky high expectations. And, unfortunately, my misgivings have been proven correct.

*Revan* starts out decently well, I suppose. Our title character is on Coruscant, having been publicly forgiven for his evil deeds in the past, celebrated as a hero of the Republic, and ceremoniously taken back into the Jedi Order, but the reality of the situation is that his former Jedi brothers and sisters don't really trust him, so Revan has slipped into the shadows, infrequently gracing the halls of the Jedi Temple, and living apart from the Order he saved. The only thing holding him back from a contented life are terrible nightmares of a dark, ominous planet and an overwhelming sense of foreboding about a nebulous power beyond the Outer Rim which is seeking to destroy the Republic!

As far as setups go, all that sounds good, right? Drew Karpysyn peaking a reader's curiosity, foreshadowing some serious adversaries for our protagonist, and giving KOTOR fans a peak at our old companions from the game. Sure, I could quibble about Canderous Ordo, T3-M4, and Bastilla Shan not getting enough page time and complain about Mission Voo, Zallbar, and HK-47 not being present at all, but overall, I was satisfied with this beginning . . . before things went horribly wrong.

First off, little by little the story becomes a tale about our resident Sith Lord Scourge. Yeah, he has an interesting plot line, but this isn't his book. See the title? It is *Revan*, which means the title character should be front and center in this one. If Drew Karpysyn wanted to write a story about Scourge so be it, but title it Scourge already. But, no, a book titled *Revan* turns out to spend all the page time it could have used showcasing Revan, Bastilla, and all the rest of their crew developing Scourge as an up-and-coming power player in the Sith Empire. And when doing this, the author ruins any sense of mystery about Revan's nightmares, where his quest will take him, or what he will ultimately uncover. I mean, Scourge literally answers all the questions in Revan's story before he ever gets to. What the hell! How is that making the story of Revan compelling, exciting, or thrilling?

Second, there are multitudes of long, detailed expositions by the author. Definitely, not every reader will be as intimately familiar with KOTOR and KOTOR II as me, but the sheer volume of these massive info dumps was mind numbing. They detracted from the story. They put screeching halts to all plot momentum. Most importantly, they kept Karpysyn from spending time on developing characters, building up suspense, delving into deep emotional aspects of the narrative, and crafting an engrossing story.

And, lastly, the second half of this book and its conclusion were huge letdowns. Nope, I'm not referring to my fanboy expectations not being met for my favorite characters. What I am speaking about is the major shift away from the actual plot the author spent the first half of the book building up. Suddenly, that plot stops, runs headfirst into a proverbial wall. One page exciting stuff is taking place, mysteries are being

answered, then the next page says years have zoomed past. Yeah, you read that right. Years rush pass with the flipping of a page. And in between those pages, KOTOR 2 takes place, a galactic war is fought, and people disappear. All the information a reader gets about these epic events is a brief summary before the Exile from KOTOR 2 takes over the main Jedi role and Lord Scourge becomes the true main character of the novel. This new story then rushing forward to a predictable conclusion; everything ending with another huge time jump, leaving a reader with no resolution to anything to do with Revan or his companions.

To wrap up, this is a book I truly wish I had not read; *Revan* making me fully understand why people sometimes argue that it is better to leave a great story alone and not attempt to add to it. The simple truth is that KOTOR was just a much better conclusion to the tale of Revan, Bastilla, and all their companions than this book. Perhaps others might enjoy this novel as a video game tie-in or for its development of the history of the Old Republic Era of the Star Wars Universe, but for those wanting to recapture the magic of KOTOR, I'd suggest they look elsewhere.

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## Crystal Starr Light says

"I feel so helpless. So useless."

Revan has had many titles and jobs - savior of the Republic, Jedi, Sith, mercenary, etc. But now Revan is content to be "husband" to Bastila Shan - until strange dreams of his hidden past haunt him. He teams up with Canderous Ordo to track down his past and hopefully destroy the evil before it destroys those he loves.

I'm going to just come out and say it: I, a huge fan of Star Wars, have never played either of the "Knights of the Old Republic" games. I know, I know, sacrilege. But I haven't been a big gamer and now that I am interested, my Vista laptop won't load it. So I was excited about this book - learning more about Revan, delving into his secrets. I wanted it to make me on fire for the game and the comics. I wanted Drew Karpysyn to come in with his glory (as he did in the Darth Bane trilogy) and blow me out of the waters.

I am MASSIVELY disappointed with this effort. Honestly, it doesn't even feel like Karpysyn is trying. The characters are bland, the story is boring, the ending makes the entire story pointless, and the writing is mediocre. This is nowhere near as good as his Darth Bane novels. It wasn't exciting, it wasn't compelling, and it didn't ever make me interested in learning more about Revan, Canderous, or any of the other characters.

But before I heap on the criticisms, let me dole out some compliments.

1. Karpysyn does a nice job personifying the Mandalorians. I honestly think Karen Traviss, the author who dedicated a lot of her novels to fleshing out their culture, would be pleased at how Karpysyn wrote them. Sure, it was silly they had to find a "Mask" in order to find a leader, but this is the past. People do weird things in the past. Don't you know that we used to be obsessed with the size of people's head? They developed a whole "science" dedicated to this weird belief and called it "phrenology".

2. Karpysyn can write action. There are some good action scenes in here. Unfortunately, bland characters and bleh writing take away what would be some kick @\$\$ scenes.

And...that's all folks. Sorry.

The characters were so boring and bland, honestly, it's as if Karpysyn cut them out of cardboard and wrote "REVAN", "BASTILA", and "SCOURGE" on the top so we'd know who was who. Revan, our Gary Stu of the novel (because EVERYONE thinks he's SO GREAT - even though, in the book, he doesn't do a whole helluva lot), could have been any Jedi. I got no sense of a deep history with him, feelings, desires, doubts, anything. It's like he was a blank sheet and kept TELLING us how we should feel instead of SHOWING US.

I could FEEL Bane's anger to his father. I could FEEL Bane's desire for power. I never felt Revan's love for his wife, compassion for his friends, or frustration at not knowing his past.

But honestly "boring", "bland", and "indistinguishable" isn't a characteristic solely attributed to Revan. The entire cast could be described with these adjectives. In fact, if I were to do as I normally do, name a character and then describe them, it would look like this:

"A is boring and bland."

"B is bland and boring."

"There is nothing special about C."

And so on. And because I don't want to subject you to that, I'll skip "analyzing" each character and instead tell you some general trends that bugged me.

The women are HORRIBLY treated in this novel. Which is strange because I felt that Drew made Zannah one of the better written female characters in the Star Wars universe. Bastila Shan NEVER gets to do anything. She's always told to "stay home" and do her womanly duty, look after the child (even when she is only a month or two pregnant! Both Leia AND Mara were kicking @\$\$ when pregnant!). Bastila is a JEDI. She could have helped Revan in his initial mission. In fact, according to everyone else, she's supposed to be a kick @\$\$ Jedi. But no, Revan says to stay home with the baby, so Bastila stays. If I didn't read other reviews and conversations about KOTOR, I'd think that Bastila was yet another weak-willed "Padme Amidala", who does nothing but sit and home and mope about her man being gone.

(And my complaint isn't that she is upset about her husband being gone, it's that she never acts to find out what happened, instead foisting it on other people, as if she isn't a powerful Jedi.)

The OTHER annoying thing was the jealousy between the two women (Bastila and Meetra) over Revan. Bastila is jealous of Meetra, because Meetra is Revan's apprentice and has a "special relationship" with him. Meetra is jealous of Bastila because Bastila is Revan's wife. Does this happen in real life? Sure! Is the exploration here any good? HELL NO! Does it serve any purpose! HAHAAHAHA, no way! Karpysyn doesn't take the time to delve into each woman's feelings about Revan or push the narrative to a new level. It's just a throwaway detail. Because, we can't have two women with separate connections to a man (wife, student) without the two women immediately being jealous of each other. I can't tell you how many times I've seen this flouncing around in Young Adult; I NEVER thought I would EVER have to complain about in a Star Wars book.

The last character I want to highlight is Scourge. Scourge is a great example of Informed Ability. We are told time and time again how "smart" and "skilled" he is, but he is constantly being out-manuevered and outwitted by nearly every other character. It got to the point where I figured that he deluded himself into thinking he was great; he actually was probably a mediocre to poor Sith.

The gist of Revan's story here is supposed to be about him "finding his past". But then we get this weird story about Scourge and all the ways everyone can dupe him and outsmart him which doesn't make sense until 2/3 through the book. Both stories felt very much like video games: go here. Defeat boss. Get MacGuffin. Decode. Wash, rinse, repeat.

What probably disappointed me even more (if that is possible) is the ending. I can't say much, but I will say this: WHAT WAS THE POINT? Why write this story if THAT is your ending??? I hope that Karpysyn TRIES to tie up these ends in Annihilation.

And your favorite and mine...NERD NITPICKS!!

1. The Mandalorians, a rather practical culture as defined in recent Star Wars lore, cannot have a leader of all their clans without a "Mask". This method of rule is just bursting full of problems. Though it does make a good MacGuffin for Canderous and Revan to chase.
2. I am soooo tired of Star Wars authors feeling the need to write an even more evil, bad, horrible, wicked Sith than has come before. It's at the point where you might as well just have Satan come out of Hell and start attacking the Jedi, because that's what the Emperor basically is in this book.
3. "Basic - the lingua franca of interstellar trade was known to virtually every spacefaring species in the galaxy" Why is this line in here, not once but TWICE? I think most Star Wars fans that would be reading this book would be able to WRITE forwards and backwards in Basic (Aurabesh BTW). The ONLY ones who could benefit from this are newbies, and WHY would a newbie pick up this book to start off with? Are the publishers trying to reach gamer fans of KOTOR who aren't into Star Wars? HUH??

Thank you for joining us in another NERD NITPICK!

I won't mince words: this book is massively disappointing. Disappointing as a Karpysyn fan, disappointing as a Star Wars fan, disappointing as a potential Revan fan. I'm so underwhelmed with this novel, I'm almost dreading to read anything else by Karpysyn or starring Revan.

I don't recommend this for fans of the video game. I don't really recommend this to Star Wars fans, new or old. This is not Karpysyn's best work, and I don't know if that is because of deadlines, because of storyline restrictions or what. All I know is I'm one sad Star Wars fan, who is hoping Annihilation is better.

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## **Kelli Clark says**

I am a huge Star Wars fan, and definitely a big fan of the video game Star Wars: Knights of the Old Republic. The main character in that game, Revan, was the protagonist in a story that left you hanging when it ended. This book sheds so much light on the events after the game, and also continues to include characters from the first and second game: Revan, Bastila Shan, The Exile, and even mentions the supporting game characters. In this book Revan's memory is returning, and he is plagued by what he sees. He must take the fight to the Sith threat that he knows still lingers on the edge of the Galaxy. The Exile follows him on his quest to fight alongside him. The gripping adventure had me on the edge of my seat the entire time. I was so excited to see my favorite Star Wars couple brought to life, and I think Revan and Bastila had a very realistic relationship in this book. By the end of this book, my nerves were shot, tears had been shed, and I didn't want it to end.

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## **Ken says**

Continuing my way through the 'Legends' timeline with this being the third event in chronological order. As the events take place in '3954 BBY'.

This is also the first of four The Old Republic books that focuses on characters from the popular video game 'Knights of the Old Republic'.

Having not played the game I wasn't previously familiar with them, so I was really grateful that the prologue gave a quick summary as to where the main character Revan is with he's life.

Revan is living on Coruscant and now married to Bastila Shan. But having lost he's memory after the events of the Mandalorian Wars, he is constantly plagued by dreams that inspires him to rediscover he's past.

I thought that this was a perfect way to introduce the character, slowly drip feeding information to the reader throughout the book.

Thought this is Raven's story, the main plot focuses on a new stirring of the dark side.

As Revan embarks on a quest the story flows with plenty of action.

The main reason why I wanted to read these novels was to discover more from the Star Wars universe.

Even though there was plenty of info-dumping during the narrative this was exactly what I'd hoped for when I first set to read all these books.

Highly entertaining, this have been my favourite so far!

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## **Callum Shephard says**

Why? Just why?

We didn't need this novel, we could have quite happily left the games alone, but then someone has to write this horrible mistake. Couldn't they have at least given it to an author who doesn't apparently hate Knights of the Old Republic fans?

The overall plot of Revan is covering the mysterious years after Knights of the Old Republic, why he went missing and where the Exile is. This didn't need to be expanded upon. Part of what made his leaving so interesting was due to the brief hints as to why, giving suggestions to why he was leaving but never outright saying it. It was a mystery, and mysteries are only interesting so long as you don't know the truth behind them. But the book has bigger issues than just existing, much bigger ones.

The flaw which stands out the most amongst its shortcomings is its characterisation. Drew Kerpysyn is a competent author, one who can produce genuinely interesting things onto paper like the Darth Bane series, but he seems not to understand any characters he doesn't personally create. Or apparently hates them. As a result in this novel Knights of the Old Republic 2 is made almost entirely irrelevant and is completely swept to one side. Most of it is retconned into oblivion.

According to this novel the Exile is just an every day Jedi sent after Revan by Bastila, not a wound in the Force itself. Thus KOTOR2 apparently never existed and its events never happened due to the removal of

this one key characteristic. It was the entire driving force behind Kreia going after the Exile so that never happened; Nihilus, another wound in the Force, just plane never existed in the first place according to this. Visas Marr is also deleted from existence. This was a retcon which didn't need to be done. The Exile was a good character, didn't need to be nerfed like this and one of Bioware's best RPGs deserved a better send off than the bastardisation which is this novel. But wait, it gets worse.

Why did they get rid of the Exile's unique trait? Apparently to give the same ability to a completely new character. That's right the villain in this, the bloody Sith Emperor, is a wound in the Force. What, was it too inconvenient for there to be a third person who had this ability? Did Kerpyshyn just look at the idea and think "MINE!"?

It's not just the KOTOR2 characters who suffer in this either. Revan staggers aimlessly about the plot like he's concussed. Okay, he's supposed to have memories coming back but that doesn't mean the writer had to turn him into some halfwit who goes off to fight the Sith without the absolute vaguest fucking clue about what he's doing.

Oh, and also all of his actions are reduced to a petty slave acting out of spiteful hatred towards his mind controlling master rather than someone actually working for any greater good. No, that is actually in there and it's even worse than it sounds.

There are some well written characters. The Emperor does have some interesting elements, and a Sith known as Scourge is a very good character. The problem is all this is constantly overshadowed by Kerpyshyn apparently putting no where near the effort needed for a novel like this. But wait, it gets worse. Here's how the novel concludes:

The Exile rescues Revan, teams up with Scourge and they go off to take on the Emperor. The Emperor proceeded to beat Revan senseless, burning him horrifically as they go one on one until the Exile intervenes and they prepare to team up. At which point Scourge's chronic backstabbing disorder gets the better of him and he insta-kills the Exile. Revan is taken captive and turned into the Emperor's bitch. Kept alive as a source of power and knowledge for Bioware's new big bad villain.

Do you know what the absolute worst part of this is though? The crowning turd in the waterpipe? In one of Kerpyshyn's blogs he complains about people disliking the book and states they just have to deal with it. Since Revan is a financial success apparently he basically doesn't care, I quote "I guess controversy sells!"

When Revan is good it is admittedly very good, but its massive flaws, spiteful attitude towards KOTOR2 and rife use of deus ex machina drag it down.

Save yourself a lot of time, pain and money this year give this one a miss. If you have any love for Star Wars, KOTOR or Bioware do not buy this book and hope to high heaven it is retconned from the canon.

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## **Iroh The Wise says**

Star Wars Revan: A lengthy and ranty review. {Massive Spoilers inside, for the two games, book, and even Mass Effect 3...ye have been warned!}

Well folks, we've reached a new low. Just when I thought that Star Wars couldn't get any lower after the holiday special, the Legacy of the Force book series, the various changes to established canon as of the new



Clone Wars cartoon (even though I still love it), and the various awfully written dark side endings to games (The Force Unleashed I and II, KOTOR 1 AND 2, the Jedi Knight games, etc.), this book is a new low. It...I don't even know how to describe the utter betrayal that this book sends me and everyone else that might've liked Knights of the Old Republic 1, 2, or both. I guess the only proper way to start is at the very beginning. This will contain spoilers for KOTOR 1 and II as well as the book, so be forewarned!

KOTOR 1 was actually a hefty gamble for Lucasarts and Star Wars in general. Previous Star Wars games had been massively successful as well, but it was KOTOR that really broke the mold for the games...for better and worse, in this humble tea lover's opinion. It raised the bar for Star Wars games as a whole, but...also raised fans' *impossible* expectations even more. Seriously, one main criticism of the Force Unleashed was that it wasn't KOTOR...don't get me started on that OR the dismemberment point. Bottom line, KOTOR was an absolutely brilliant game with a deep roster of characters, a new era to explore, and a fully customizable Jedi/Sith of your very own! It was practically what every Star Wars fan had asked for, barring real lightsabers of course! Despite all the positive things, including multiple GOTY awards, it wasn't perfect; which is actually something I need to address later, as it ties into my major point about the companions. I'll get into KOTOR 2 later because THAT game deserves a once as well.

Revan is a major character in the first KOTOR, described as a whirlwind of not only Force power and saber technique but also tactics and battle strategy. Revan is able to persuade, fight, or just outmaneuver any situation that stands in the way; this is confirmed by various testimonies, journal entries, and the big secret twist at the end. To get this out of the way, because this really is relevant to one of my major problems with the book, the biggest spoiler in the game is that the PLAYER turns out to BE Revan, afflicted with memory loss due to Malek's betrayal and the Jedi Council deciding on it. It was one of the largest twists in the Star Wars universe at the time, roughly on par with Vader being Luke's father in shock for some people. It was amazing to see that players had been Revan all along and had all that history, in addition to all the things the player did in the game on the many different planets and best of all? This was the player's character, man or woman, Light or Dark, red or blue, all player created with unique stories behind them, unique abilities, and unique actions.

Here is where the book immediately falls flat on its face: it tries to canonize Revan. I'm not entirely against the canonization of characters (just see the *Legend of Zelda* and *Pokemon* manga for *good* examples of those) but I'm against it being done poorly. This is an example of the latter in the most extreme way. Before anyone gets on my case, George Lucas only specified a certain level of canon for the two player characters in the two KOTOR games: gender and ending choice; Revan is male, the Jedi Exile is female, both chose the Light Side endings of their respective games. Revan in KOTOR I was a character creation, a blank slate so to speak. Revan had no established identity, no established persona, side, Force Powers, lightsaber color or all else during the amnesia period of the game; Revan was entirely the player's creation despite having a previous backstory and by the end of the game Revan was usually akin to a walking destroyer able to completely wipe out any threat with fully upgraded companions.

I understand what this book intended to do, but it fell flat with it. Revan is NOT consistent at any time throughout the book in any of the areas mentioned prior. His powers fluctuate to the point where at one point he's in WALKING GOD OF DESTRUCTION MODE...and another he's barely able to fend off three hapless troops. His personality is all over the place, going from brooding and serious to joking and laughing BY THE VERY NEXT CHAPTER! He...basically is not Revan, not the one that players took a long journey with and spent a good 8 years wondering about, and that's not even getting into the ending of the book! He's married to Bastilla which, while not entirely bothering me because I romanced her my first playthrough, has bothered me because of what happens to her character as a result. The result of this is Bastilla Shan, the noble, the wise, the slightly naïve but altogether complete badass who stood her ground against Malek alone

and was able to resist turning to the Dark Side for a long time...is stuck at home being Revan's cheering section. Smooth Mr. Karpysyn, you not only have nothing for her to contribute by the very end of the game if the player manages to redeem her from the dark side but now you completely eviscerate her character by having her just...stay at home, because that's how marriage in Star Wars works right? Never mind that when Han Solo and Leia got married and had about three kids, Leia was still performing her duties as an ambassador and later on became a Jedi; risking life and limb not only got Han but for the Rebel Alliance as a whole!

Revan sucks at persuasion here, and despite the fact that he's a recognized hero who saved the galaxy from a never ending Sith army and super weapon; he's treated like an old war relic that refuses to die! So, because SOME Jedi didn't like him...he's practically put out to pasture? Drew, you CREATED Revan, couldn't you think of something else other than that for him? That's strike one on the MASSIVE list I have! The companions are next, and I swear this is going to be the absolute lousiest thing I say in this review...okay, maybe not THE lousiest but something close to it! This is probably the worst stab in the back to loyal friends since Ultima 9, the Legacy of the Force book series, the Transformers films by Michael Bay, and the post-Konoha invasion arcs in Naruto Shippuden!

Okay, I briefly went over Bastilla's massive derailing earlier but I feel the need to comment some more on her and the companions as a whole. It turns out that Bastila was carrying Revan's child, which I'm not against since the Old Republic confirmed Satele Shan months to a year before the book was even announced. The problem is it reduces her to the pregnant love interest that has nothing to do but wait for her partner to return. Leia and Etain Tur-Mukan, a canon character and a character from Karen Traviss' Republic Commando series respectively, act as ambassadors and negotiators whilst pregnant while their husbands are off in battle, they don't stay at home like the book has Bastila doing; nor are their husbands the forefront of their minds. Even Padme Amidala still maintained senatorial duties and ambassadorial duties. I might be remembering this wrong, but I don't remember much about Bastilla from the book besides how different she was from the games in terms of persona and motivations. I remember more about the utter betrayal of the rest of the companions and later characters than I did about Bastila, perhaps I suck as a reader or Karpysyn as a writer? You decide!

Onto the companions! You remember all those awesome and amazing characters that were in KOTOR 1, like HK-47, Carth, Zaalbar, Juhani, Mission, etc? Well, get ready for all that to be stomped into the dust because most of them are never seen at all! Canderous Ordo is in for 3 chapters and never seen again, T3-M4 is aboard the Ebon Hawk making repairs, and Bastila is at home. The others are mentioned in a crappy throwaway line by Revan when he's helping Ordo and Carth isn't mentioned at all. Carth Onasi, the guy who accompanied Revan since the beginning of KOTOR 1, who was rather important to the plot of the game, and becomes an admiral in KOTOR 2...is never mentioned at all. I'm not sure which is a larger betrayal, the fact that we NEVER see these characters or the many other things I have to say. To keep this short, it's companions that usually make RPG's like Mass Effect, Dragon Age, and KOTOR: understanding their stories, helping them work out problems, getting to know them as people and fighting alongside them and seeing transformations happen depending on player choice. Zaalbar opened up by the time the game was done for me, Carth and I had resolved the problem of him wanting revenge, Mission dealt with her brother, Juhani got aid in her doubting herself, and HK-47...was still himself by the end but slightly *less* wanting to murder and backstab everything in sight. To completely cut them out of the book is a major *faux pas* and yet another betrayal.

Oh, but I haven't even scratched the surface yet! If the treatment of Revan and the companions is a major strike, then wait till I get to the treatment of the OTHER major character involved in the story. Remember when I said that I'd give KOTOR 2 a once over? Now's the time to do so! You see, KOTOR 2 was supposed

to be the sequel that was twice as good and twice as awesome as the first; but for some reason Lucasarts got a bit greedy and decided to have Obsidian studios rush the product before it could brush its teeth. They wanted it twice as awesome; twice the awards, and twice as content rich...but they only gave them half the time. They really shouldn't have been surprised that it wasn't as good as the first or that it received more criticisms than the first did. It has a ton of problems, such as that several levels are incomplete, several quests are incomplete, important conversations are incomplete, the last level is largely incomplete, and there's really no ending. Now, the player character was just as interesting as Revan was. The Jedi Exile was a Jedi that followed Revan to war before Revan's memory loss, and was cut off from the Force as a result of this action and exiled from the Order. The player also encounters many new faces but also a few familiar faces as well that actually evolved as a result of the player's choices in KOTOR 1, as well as locations that are mostly new with a few older ones mixed in. There are different choices to make and a ton of other features like influence that come into play when dealing with the companions.

What does all of this have to do with the book, you ask? Well, about halfway through the story, the Jedi Exile shows up! Yep, the Exile shows up, is female, a Jedi Guardian, and has a name! Her name is Meetra Sutrik, and she...well, actually she doesn't entirely have much to separate her from a normal Jedi. Either that or I don't precisely remember much about her that separated her from a normal Jedi. My memory's the worst in this respect, though I do remember the ending and how it's the ultimate disrespect to *all* involved...and how it's pretty much the worst possible thing to happen to fans of KOTOR 1 and 2. Oh, and remember all of those bright and sprightly companions the player had in KOTOR 2, and all the adventures they went on? Prepare for hope and joy to be summarily crushed, because NONE of the Exile's adventures are mentioned in the book, nor her companions...ever, actually. In fact, the only real memorable thing about the Exile is how the ending goes down, but I need to address one other thing before that...

Okay, about halfway through the story, Revan boards the Ebon Hawk and flies off into the outer rim...and his ship gets shot out of the air by, pause for dramatic effect...**LORD SCOURGE!** Dun, Dun, Dunnnn! By the Force, Lord Scourge?! Not Lord Scourge, anybody but him! How will we survive—hang on a second, who is this guy? Where did he come from, how did he take out the Ebon Hawk in one hit, what is his purpose in the story? These questions barreled through my head when I first encountered Scourge...and here's the best bit: he takes over the entire book, is in the chapter IMMEDIATELY following Revan's prologue, and does the stupidest thing to screw over the ending. He has the gift of prophecy, and that's about the only thing I can bring myself to care about this guy who takes over literally the ENTIRE PLOT...and even then it's because it's a plot point! He *would* be interesting if he had an entirely separate book dedicated to him, but here he's...well, just a Sith with the gift of sight.

Okay, biggest betrayal time folks. The ending is, without any form of exaggeration whatsoever, the worst thing I've ever seen out of Star Wars. Worse than the dark side ending of KOTOR 1, worse than the one in the Force Unleashed, worse than...well, not worse than the Legacy of the Force but it comes damned close! So...after a complicated series of events involving Revan breaking out of his restraints thanks to the Exile and T3, Scourge, Revan, and the Exile face down the Sith emperor. The three are doing rather well, when suddenly Scourge has a vision of the emperor being defeated by another Jedi that isn't the two standing alongside him! So...and I swear I'm not making this up, the ending starts going south. The Jedi Exile, the character whom ended up slaying multiple Sith Lords and stopped the galaxy from being totally screwed on four to five different levels...is promptly betrayed first, zapped with Force Lightning and killed without comment. Revan is zapped into unconsciousness and thrown into cryogenic freeze by the Sith Emperor. T3-M4, the greatest droid companion this side of R2-D2, is flash fried and disintegrated by the Sith Emperor...I just...WOW! I could compare this to *Cry for Justice*, where Prometheus took out a ton of League members almost effortlessly, or *Identity Crisis* where Slade managed to injure League members WHILE STANDING STILL and suffered NO hits to him despite dealing with people that had FREAKING

SUPERPOWERS...and he was just using a sword and his fists against SEASONED League members! I could even bring up Syndel from the 2011 *Mortal Kombat*, curbstomping about 7 other fighters that the player has played as...in a cutscene, that the player has no control over and comes out of nowhere in the last couple hours of the game! But this, my dear readers, deserves some more damn attention than that!

One! Killing off the Jedi Exile in this way, someone that players loved just as much as Revan *at least*, is not only typifying the Stuffed in the Fridge trope but is also a final slap in the face to a great character, female characters in general, and fans like myself that were hoping to see something grand, operatic, and amazing for a character that we spent hours building! It's a shock death, it's basically sweeping the supposed "lesser female" character of the Exile, and indeed the very idea of a strong female character in general, under the bus! The fact that she's the first to be betrayed and killed off without so much as a lasting blow on her part is my proof. She and Revan are both iconic characters in the way that Gordon Freeman and Chell are, silent but memorable and they are characters that deserve better than this! The Exile managed to survive all manner of things thrown at the character, including being cut off from the Force and being hunted by Sith that ruled the majority of the galaxy AND OVERCAME IT ALL! Killing her off like this is just...argh!

Two! Revan going out in the way that he did, while not outright KILLING him, might as be slapping fans in the face twice! I understand he does appear in some form in the Old Republic, but that's something I've found problematic. Instead of a full KOTOR 3 game featuring either the player playing as their choice of character, we got the MMO. Not that the MMO is a problem by itself, but it's like...paying for what is essentially about 12 campaigns which I could probably burn through in a summer per month...isn't fun. That and this POS was created in it's place to explain what happened?! Suffice to say, I wasn't in any mood to play TOR after that...though now that it's going Free to Play I might! Anyway, Revan being stuffed into a freezer...just doesn't jive well with the perception or any sort of expectation that I had for Revan's fate, let alone the Exiles. This is the character that held off at least three to four high ranking Jedi, practically held off the Council SINGLE-HANDEDLY...and he's just stuffed into a freezer?! That's not just a slap in the face to a character, BUT THE ENTIRE KOTOR FANDOM AS A WHOLE!

Three! T3-M4 dying in that way was about as tragic, heartbreaking, and infuriating as...Legion's death in Mass Effect 3 without the sense that the death meant something. It's as though Stephen Moffat was directing the whole scene by saying "Now kill off the cute cuddly one, that'll REALLY make fans cry!" It's not enough that I got to see two of my favorite characters in the entirety of the Star Wars universe get cheaply toyed with and broken at the last minute, but ya had ta throw in the droid dying huh? That's great, that's just perfect, FEED ME MORE reasons to want to slam this book against a wall!

There are a few good things I can say that Mr. Karpysyn did here. The lightsaber battles, however brief, are fun but a bit formulaic for lightsaber battles. To elaborate on that point, I'm used to fights that are of a speed that benefits the character, fast for a character like Starkiller and slow for a character like Vader, the battles in the book are few and far between and don't exactly inspire the rush a lightsaber battle should. There's also the character involved in said battles not being...well, interesting. Scourge is one note, Revan and the Exile are broken, and the other Sith characters just aren't memorable for me to care about...no, not even the Emperor. Another thing the book does well is that it does give us what happened to the main characters of the two games...albeit something completely horrible and breaking all kinds of canon. It doesn't characterize well, it feels...incomplete, so to speak and I know there's been posts by Mr. Karpysyn that he was on a deadline that was very rigorous but FOR THE SAKE OF ALL THAT IS HOLY MAN, WHY DIDN'T YOU THINK THIS THROUGH ENOUGH?!

Overall, I give it 1 star and that's being generous. If you're new to all of this, it probably won't affect you as much. If you're a vet when it comes to Star Wars, however, I URGE YOU to not buy this book. Don't think

about it, don't look at it, don't even TRY to read it...just let it slip into discontinuity like Legacy of the Force and other equally bad Star Wars related material. It breaks beloved characters, completely ignores other essential characters and just...frustrates me to no end with its spotlight stealing character who's apparently a companion in TOR! This is my Ultima 9, my Garbage Pail Kids, my Countdown to Final Crisis, my Mass Effect 3...bottom line, THIS BOOK SUCKS!

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### **Bianca says**

I just love it when people decide to take a steaming dump on things I've spent years on. Truly, I do.

/sarcasm

I'm not going to waste your time stating how much I loathed this book, or how ironic I thought it was that Drew K. decided to state in the acknowledgements that he appreciated the opportunity and is quite thankful to write Revan off.

Nice.

Just...no. If you loved KotOR 1 and 2, I beg you to not read this. Especially for you 2 fans out there. You know that entire story that you built up, the plot line that you had to go online and tweak a patch to fix because LucasArts got antsy and needed that release RIGHT THEN? Hahahaha~, IT'S GONE. ALL OF IT. The Exile has been turned into a hanger-on of Revan and all of her companions are pretty much nil. Revan's just worried about making Jedi babies with Bastila and nothing ever gets done ever and why did you turn this into a Bishounen Love Beam Visual novel Kawaii Desu Desu?

Oh, look at that. I wasted your time stating how much I loathed this book. I suppose, like canon, I lied.

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### **Mogsy (MMOGC) says**

I wanted to like this book, I really did. A month ago when I was so eagerly anticipating the release of Star Wars: The Old Republic: Revan, I didn't expect I would be starting a review for it this way, and I really don't like having to be negative, but what can you do.

Granted, it is possible that my high expectations may have clouded my judgment. For one thing, I'm a big fan of Drew Karpysyn — he wrote the Star Wars Darth Bane trilogy and also the Mass Effect novels that I found I really enjoyed. But more importantly, I'm also a big fan of the character Revan, having been obsessed with and emotionally invested in his story from the Knights of the Old Republic games. Still, I have a feeling that even the most casual of readers picking this up will find many problems with the writing and execution of this novel.

To be fair, I've been following Drew K's blog for a while now, and on it he occasionally talks about the pressures of looming deadlines and the challenges of meeting them. His writing in Revan appears to be the latest victim of this restrictive time crunch, as it's definitely not his best work. This is a shame for two reasons: 1) He's usually capable of much better writing, and 2) I would have pegged him as the perfect author to tell Revan's story, as he was intimately involved with the development and writing of the first KOTOR game.

Another reason why I think the book was a rush job is how well it started out in the first handful of chapters, versus how everything started unraveling and falling apart in the second half. I'd glimpsed some of the not-so-positive starred reviews prior to finishing the novel, and thought to myself, "Nah, this isn't that bad." But then I hit part II. And I began to understand.

First of all, in retrospect so much of the book felt like filler, lengthy exposition sequences and drawn-out descriptions. While I understand the need to bring readers up to speed with the events of KOTOR (for those who have never played the RPG or need a refresher — it's been about 8 years since the game's release, after all) I lamented the fact it came at the expense of scenes that actually required details and a more in-depth look. Instead, important action sequences and scenes that actually drove the plot forward or called for more emotion were completely glossed over.

Second, the book was so short. It's not like there wasn't enough to write about. Like I said, so much of the novel could have been fleshed out and made better. It just felt like the author needed it to be over and done with, fast.

Third, there was a very noticeable shift in focus by the end of the book. I thought I began by reading about Revan, but little by little, he started taking more of a background role, and by the final chapters it was clear the emphasis was more on the Sith character of the novel, Lord Scourge. I just found this odd, and I still don't really understand the purpose.

Nonetheless, there is still plenty of Revan, which is one of the reasons why I couldn't just toss this book aside. There will be answers to some big questions left behind by the ending of KOTOR and KOTOR II, and for this reason I don't regret reading it at all. The Jedi Exile also plays a huge role, and it is in this book that she is finally identified and given a name — Meetra Surik.

However, speaking of characters, don't expect many of the companions from the games to make an appearance. The three that get the honor are Canderous Ordo, T3-M4 and Bastila Shan. The rest like Mission Vao, Zaalbar or HK-47 are only mentioned in passing, or given some weak excuses why they couldn't show up. Carth Onasi doesn't even get a mention, and while admittedly he was one of my more whiny and annoying BioWare boyfriends, I couldn't help but notice the snub. Ouch.

I don't want to make it sound like Revan was all bad. I personally liked a lot of the dialogue, though I think I'm probably in the minority with regards to this. I definitely think dialogue-writing is Drew Karpysyn's forte, but while some lines might work well in a video game, I admit they don't always translate well onto a page in a novel. Some plot points were predictable, but in general I enjoyed the story. And finally, like I said before, the book does manage to bring some form of closure. Sort of.

This does beg the question: Is closure — that is, a truly satisfying conclusion that emotionally invested KOTOR fans have been waiting almost a decade for — even possible for an epic story like Revan's? Honestly, I believed the answer is yes. And I still do. Which is why I had such high hopes for Revan. Despite my biases, I still think it could have been the book to bring ultimate closure to the KOTOR series. If only Drew K had been given enough time.

So, to wrap this review up, you may find Revan interesting if you're into Star Wars novels or game tie-ins in general. I say read this book if you're fan of the character and the KOTOR games. You might end up disappointed, but you've come this far, so might as well finish up. Also read this book if you're really into the upcoming Star Wars: The Old Republic MMO. There will be quite a few mentions of Revan and his adventures in the game, so knowing the character's background might enhance the story behind those quests

for you, but it's definitely not required knowledge.

But if you don't know much about the lore behind SWTOR and the Old Republic era and are thinking of reading this to get pumped for it, I would rethink that decision. For that, you'd be better off playing KOTOR.

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## Brandon St Mark says

I was going to write a long review about this book with spoilers, but I don't think I could do this book justice. The beginning was a little shaking for me, but that may have been because I've never played the KotOR games, and probably won't for the foreseeable future.

I will say, towards the end this book got a little philosophical, and that was pretty cool. One of my favorite things about Star Wars is the Force, and the many philosophies surrounding it. Personally, I think Revan and the Grey Jedi are on the right track.

Also, what the fuck was up with the last four chapters? I never saw that coming.

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## Stuart says

**"White or black makes a shade of grey - a colour Revan likes no doubt!"**

Recently I decided to have a nose through some of the newer Star Wars extended universe novels. The only previous books I've read are two of the Darth Bane trilogy and one of The Legacy of the Force series of novels. Revan by Drew Karpyshyn seemed like a good entry point, having played both games *The Knights of the Old Republic* and *The Old Republic* at launch. What really grabbed my attention to Revan's character is that he is one of the few Jedi to use both the dark and light side as his weapon, this reflects in his character also. I'm all about the anti-hero you see, life is about treading those grey areas and taking both good and the bad, moulding it to your own moralistic views. How deep of me.

Right the book. Revan having been through the whole conquest of the Mandalorians and from extension, his attempts on conquering the Republic, has now been accepted back into the Jedi fold. Though he is still shorn by some in the order. His life with Bastila is revealed in detail within the novel. There is a hell of a lot of dialogue between them, his own doubts and concerns and her worries that the old Revan will return. She has almost gone full circle from the KOTOR game, where she was decisive and principled. Now Bastila is a concerned stay-at-home-mum, simmering with worry. Canderous Odo is also there, the old bounty hunter from KOTOR, ready to give a hand to his old war buddy Revan. Oh, Kriea is here also.

While this is occurring, the reader is introduced to Lord Scourge (I do love how the Sith have such silly names) on Dromund Kaas - the homeworld of the Sith Empire and of the Emperor "something something dark side" yes that's right! The Sith lord has been summoned back to the Sith homeworld to investigate several attempts on Darth Nihilus life. What he discovers is the politics of the Sith council, of plots within plots that unravel as he delves into his investigation/or sometimes interrogations. Certain characters try to make life difficult for Scourge, half his time is spent contemplating concerns that, well, for me don't really

represent what a Lord of the Sith is! Such as fear, doubt, indecision and insecurity. None of those traits sat well with me, especially when he is meant to be one of the most adept blade masters in the Emperor. He spent half his time worrying about a administration official stabbing him in the back. Oh what a pantomime of a villain!

Scourge really does steal the show from Revan though, he is intriguing and intimidating, where Revan, is now indecisive and still broken from his past. Scourge has the arc, where Revan seems to be placed into the story only as a side character - though some of his flashbacks reveal many new details to the reader. Over time the story moves steadily forward, plots of betrayal come afoot, deaths (some very graphic deaths for Star Wars standards) and a very stereotypical Emperor made for difficult read at times. Oh by the way, this Emperor makes Palpatine look like a choirboy!

What fascinated me was Revan's philosophical stance behind being a Jedi, or if you like, a grey Jedi. He who has tasted both the good and evil side of the force, seem to balance out and reject one or the other. Not so with Revan, he embraces both powers and uses them to fuel his abilities. This is highlighted throughout the novel, especially towards the end, where some of his more interesting 'combined' powers come to the fore and harmonise together, but his character is one big humour-ific failure.

If you take the Revan we know from the KOTOR, you know that the prose should make for some strong literary themes - when does the end justify the means? what constitutes necessary evil, who decides the limit? What if you did something terrible, but for the great good, does that justify your actions? As ever, Revan walks that tight-rope, but so does Scourge (more so in this novel). I've never came across a humane Sith before - who knew!! I really do feel the author has destroyed the character I knew from KOTOR, Revan doesn't appear in prose style so well. My mind says this is weak, it is weak, the author isn't strong with the force. If I had to guess, he is a meandering gundark, roaming around Dromund Kaas looking for a story.

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## **Lyn says**

A longer time ago

but in the same galaxy far, far away ...

Revan, Drew Karpysyn's 2011 addition to the Star Wars Legends series, takes place some three thousand years before the Battle of Yavin (BBY) and so provides a considerable backstory to the adventures most of us are used to from the canonical film series. Still accepted by Lucasfilms for continuity, Revan is a part of the larger Star Wars universe.

The character Revan, complex and intricately drawn with similarities with Annakin Skywalker / Darth Vader, was first introduced to Star Wars fans in a video game format, Knights of the Old Republic. In that game, and alluded to here, he was a controversial figure, both an extremely powerful Jedi and also a follower of the dark side.

In this setting, the Sith are actually an alien humanoid species with a competing galactic empire from that of the Republic. There are frequent references to the great Hyperspace War some years before the events in Karpysyn's novel where the Sith and the Republic battled to an almost genocide of the Sith. Karpysyn describes Revan's attempts to thwart another bid by the powerful Sith Emperor to make war on the Republic



and the narration is segmented between scenes of Revan and Lord Scourge, a Sith warrior.

As fun as this story is, the poignant element of this experience for me was the illumination of Lucas' great vision. By opening up licenses for various writers to contribute time and imagination to his creation, he has facilitated a pluralistic fantasy, almost an interactive universal storyline whereby a history of tens of thousands of years, with continuity, can be achieved.

Revan's place in that universe, thousands of years before the familiar events and representing a historical, somewhat mythical place in that universe, also reminds me of Tolkien's The Silmarillion. In that Old Testament of the Lord of the Rings, Tolkien had created a vast panorama of vision that enabled his more familiar narration to attain a greater depth than would otherwise have been possible. Here to does Karpysbyn (and by extension Lucas) produce a greater depth for the Star Wars system.

And in a wider, and perhaps more obscure way, Lucas becomes this generation's Tolkien, science fiction and technology replacing magic, but expressing the same form of good versus evil morality.

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## Traci says

Bastards!

I'm a big Star Wars fan. I come from a family of big Star Wars fans. I also love role playing games. Knights of the Old Republic is a Star Wars role playing game. And my favorite video game. Period. Combining the best of the rpg world with a story driven plot and the freedom to play as a female or male Jedi or Sith. With a story that rivals most Star Wars movies. If you like Star Wars you've got to play this game. Anyway, I became very attached to my Revan. One of my favorite characters. Period.

When Knights of the Old Republic 2 came out under another company I was pissed. They ruined my Revan. Took away my end. Although I did learn to love Exile, the player character from this one, almost as much.

I know. This is a review for a book not videogames. What do I think of the book? Reread the first word. :)

I enjoyed it. But like I enjoy fan fiction. (Yeah, I read those). The end SUCKS though. And I choose to ignore it.

It was fun to get some backstory on one of my favorite characters. I like knowing now where Revan went when "he" went away. The Sith were interesting. I like that they have tied Revan to the online game coming. The writing was fine. I liked Candorous being present. Although I missed the other characters even though most got mentioned. (All but one actually) The Exile showing up was a complete surprise. And I liked how they split the difference that Revan was male but the Exile was female. But none of the crew from KOTOR 2 was mentioned, except those from the first too, and that I didn't like. I especially hated (hated!!!!) what he did to Exile....

If not for the end it may have been more enjoyable.

A comment to any gamers out there: I fear what Karpysbyn has in store for Mass Effect 3. Just saying.

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## **Khurram says**

As you might have guessed from the rating I gave this book, I really enjoyed it. The thing is that Revan does not actually do much, but his charisma comes off the page. For a warrior Jedi he does not really do very much fighting but inspires other to greatness. He shows such loyalty in his partners that they are willing to risk everything including their lives. Some of the best passages in the book are the interaction between Raven and Lord Scourge, the mental chess game they play during Revan's touchier/interrogation.

The biggest thing about this book is the back story of the Sith Emperor and his back story. I have only seen the Sith Emperor mentioned once in the Star Wars: Blood of the Empire v. 1: The Old Republic (Star Wars the Old Republic 1). I am assuming The Next book Star Wars: The Old Republic: Annihilation Might be a ending to this story

Revan's main Jedi power is to absorb energy and redirect it back with some his own power added to it. This ability other Force user with this power were Vader when he absorbs blaster fire into his hand, and the Horn family most famously Corren Horn Star Wars: I, Jedi. I think this a few of the gamers were not happy with this book cos their version of Raven was not the same as the character in the story. Which is a fair point but this is after the game Raven is older and recovering from essentially a Force brain surgery. I enjoyed the book and am very interested to know the Jedi who would end this emperor.

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## **Christina says**

4.5 stars.

I never read the Old Republic series. My brothers have and they both raved about this book.

I understand why. This is good writing, solid story telling, and the buildup leads to one of the most tense face offs I've read. Well done.

This book takes place waaaaay before Star Wars. The Jedi are dealing with their own internal issues, the Sith have been defeated many years prior and are believed to be extinct. Buuuut of course they aren't, they're actually living undetected in space beyond the Republic's borders, rebuilding their Empire and waiting til the time is right to have their revenge.

This tension gives the book a great waiting for something to go horribly wrong feeling. And boy does it ever. Revan, our kinda hero, is a game character, these books were written as tie in to the KOTOR video game. While I've seen cut scenes, I've never played the game. So my knowledge of him is confined mostly to this book. His back story is explained early on and clearly, so there was no confusion. Here, to make a long story short, he is tasked with trying to stop the inevitable.

This book also introduces one of the most chilling villains put to paper. The Emperor in this novel makes Emperor Palpatine from the movies seem like a nice guy who is just a lil misunderstood. This is the villain that makes other villains root for the hero. It's hard to pull off that kind of villain. It's well done, and convincingly so, here.

Solid book. Definitely recommend.

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## Iset says

I don't know about this one. I really don't know. This is far and away the Star Wars novel that I have most anticipated over the years, and yet... I wouldn't say I hated it, but I think the word here is *underwhelmed*.

I'm a long time Star Wars fan, but when iconic computer game *Knights of the Old Republic* came out, I was enamoured. You play as the main character, Revan, in a game that was not only fun, masterful and intuitive but which was driven by an absolutely epic plot as compelling and sweeping as any of the three original films. I could gush about the witty dialogue, the stunning visuals and the wonderful characterisations, but that's not for here. In summary, the sequel, *Knights of the Old Republic II: The Sith Lords*, failed to provide us with a satisfactory next chapter in Revan's tale – Revan doesn't feature at all, and we are merely told that Revan disappeared into the Unknown Regions some time back in search of something unknown to all – and plans for a third game which would wrap up Revan's story were aborted in favour of an MMORPG set a century or two down the line. Instead, fans of Revan and *KOTOR* awaited the release of this novel to finally reveal to us what happened to our erstwhile protagonist. The choice of Drew Karpysyn as the author seemed only natural – the author of several other Star Wars novels, Karpysyn had also worked with BioWare on the computer game that brought Revan to life.

It's hard to be damning of this book because it's not *downright awful* as such. The writing is competent, although I've seen Karpysyn write better, there are some interesting episodes and I felt that the dialogue had Karpysyn's touch of wit. I didn't mark the book down at all for having a male Revan – which is canon, although I played as a female – although I did think his marriage with Bastila was rather kitsch. The third main character, Lord Scourge was kind of interesting, but my problem was that I didn't buy this book for him, I bought this book for Revan, and I'm betting so did a significant proportion of other readers. The book felt short too, and sparse, like there wasn't enough time to really get into any of the main characters that deeply – Revan, the Exile or Scourge.

At times I felt like Revan was walking around in a shallow daze and couldn't help but wonder where was the compelling, forceful, gripping personality that I've come to associate so strongly with Revan? Revan's side trips definitely had some interesting points, but I felt a lingering sense of computer game – go here, get the macguffin and retrieve the information in order to go somewhere else – *KOTOR* itself actually subverted that when I played the game, and almost felt like a novel I could read. I felt that the character of Revan had all the colour washed out here – grey and pasty – and he felt strangely underpowered. I couldn't quite buy into (view spoiler), by characters I'd hardly had time to get to know, when the Revan I know had been through far worse and won out. I kind of figured when Revan disappeared in the game canon that it was something to do with (view spoiler) – so I was rather looking forwards to finding out more about them through Revan's eyes in this novel. Disappointingly we don't learn too much about them at all, and from what little we do learn, (view spoiler) – this just didn't bring anything new to the table and felt like *Return of the Jedi* recycled and regurgitated. I'd imagined (view spoiler) to be something truly weird and bizarre.

The less said about the ending, the better. Not enough information is given about (view spoiler) so instead of being plausible it felt like a cheat to me – god mode, anyone? And like many, I just couldn't buy into (view spoiler) – not after what has been established about their powers in the computer games. Perhaps worst of all was Revan's ending – (view spoiler) That just doesn't seem like a fitting end for Revan. Seems to me (view

spoiler). Another contrivance, I felt, was the construct that (view spoiler) Not only cliché beyond belief, but somehow it destroys Revan's mystery and darkness. One element of Revan's story that really drew me in was that we never knew what Revan and Malak found in the depths of the Unknown Regions, what deep, dark terrors they found, and I had always imagined it had to have been something of such unspeakable horror that at once corrupted Revan whilst at the same time convincing him that the only way to defeat it was to fight fire with fire so to speak, and it was edge of the seat stuff to speculate about whether Revan would regain his memories of that time and if, having that knowledge once more, he would make the same decision again or be able to fight it off and stay true to the light side. This explanation just makes Revan a puppet, a victim – and lessens the significance of his actions whilst on the dark side, the burden of responsibility he held for that, and the darkness that forever marked him as a result.

I haven't even mentioned that fact that none of the other *KOTOR* characters get a look in apart from Canderous, T3 and Bastila – for utterly contrived reasons, the other characters couldn't make it. What?! Why? It's not like they're actors and the budget ran out, this is a book, the author can write them in out of thin air! I wanted to see the crews from both *KOTOR* games making a return in all their badassery, but nope, we don't even get that.

Very disappointed. Revan just doesn't seem like Revan, and the ending and explanations suck, frankly. Still, I'm going to give the book half marks because I enjoyed a few elements and the writing was competent, but it never shone and it felt like everyone was out of character and the plot was contrived and unacceptable.

**5 out of 10.**

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