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The Old Republic Series: Star Wars Legends 4-Book Bundle Fatal Alliance Deceived: Star Wars Legends (The Old Republic) Revan Star Wars: The Old Republic Volume 3—The Lost Suns Star Wars the Old Republic Encyclopedia Revan: Star Wars Legends (The Old Republic) Annihilation: Star Wars Legends (The Old Republic) Knights of the Old Republic Campaign Guide Star Wars Knights of the Old Republic Threat of Peace The Art and Making of Star Wars: The Old Republic Knights of the Old Republic Star Wars: The Old Republic Volume 1 -- Blood of the Empire Deceived: Star Wars Legends (The Old Republic) Star Wars Legends Epic Collection Fatal Alliance: Star Wars Legends (The Old Republic) Star Wars: Commencement Star Wars Legends: the Old Republic Omnibus Vol. 1 Star Wars: The Old Republic Volume 2—Threat of Peace Star Wars: Knights of the Old Republic Volume 8 -- Destroyer Star Wars Knights of the Old Republic II Star Wars: Knights of the Old Republic Volume 10—War Navigating Life and Work in Old Republic São Paulo Guinness World Records 2012 Gamer's Edition Star Wars Legends Epic Collection: The Old Republic Vol. 3 Darth Bane Star Wars Legends Epic Collection: the Old Republic Vol. 4 Star Wars Omnibus Knights of the Old Republic Vol. 2 Star Wars Omnibus Knights of the Old Republic Vol. 3 Star Wars Omnibus Knights of the Old Republic Vol. 1 Star Wars: Knights of the Old Republic Fatal Alliance: Star Wars Legends (The Old Republic) Star Wars: Knights of the Old Republic Vol. 2--Flashpoint U.S. History Star Wars Omnibus Star Wars: Knights of the Old Republic Volume 6 Vindication Star Wars Legends Epic Collection The Swastika

Engage in a Golden Age Saga - Strategies for fighting and equipment usage - Exclusive maps for every level, from Endar Spire to the climatic final battle - Strategies for each character class - Details on every NPC and party member - Complete strategies for the card game Pazaak - Comprehensive item, power-up, and weapon lists - Complete walkthrough from Padawan to Jedi Master - Tips for resisting (or receiving) the dark side! - All puzzle solutions, minigames, and side quests revealed Fugitive Padawan Zayne Carrick's quest to clear his name is finally concluded in this novel-length story! Zayne and his con-artist companion Gryph commit to a new course in exposing the dark actions of the secret Jedi Covenant. Yet doing so takes them not only to the homeworld of one of Zayne's murdering Masters, but also into the most highly guarded place on the planet—a storehouse of Sith artifacts! But his days as a renegade won't end there! Zayne's search for justice will continue to Coruscant, where he'll confront his Master, Lucien Draay, and the members of the Jedi Covenant in a showdown that will end his days as a fugitive in one way...or another. Star Wars: Knights of the Old Republic continues the story set nearly four thousand years before the rise of the Empire and the fall of Anakin Skywalker (and seven years prior to the events in the Knights of the Old Republic video game). This volume collects issues #29-#35. BioWare and LucasArts—creators of the hugely popular Star Wars:® Knights of the Old Republic® video game—have combined their storytelling talents and cutting-edge technology for an innovative new massively multiplayer online role-playing game that allows players to create their own personal Star Wars adventure 3,500 years before the rise of Darth Vader. Now #1 New York Times bestselling author Sean Williams brings the world of the game to life in his latest novel, Star Wars: The Old Republic: Fatal Alliance. Tassaa Bareesh, a matriarch in the Hutt crime cartel, is holding an auction that's drawing attention from across the galaxy. Representatives of both the Republic and the Sith Empire are present, along with a Jedi Padawan sent to investigate, a disenfranchised trooper drummed out of the Republic's elite Blackstar Squad, and a mysterious Mandalorian with a private agenda. But the Republic's envoy is not what he seems, the Empire's delegate is a ruthless Sith apprentice, the Jedi Padawan is determined to do the right thing and terrified that he can't, the trooper hopes to redeem her reputation, and the Mandalorian is somehow managing to keep one step ahead of everyone. None of these guests—invited or uninvited—have any intention of participating in the auction. Instead they plan to steal the prize, which is locked inside an impregnable vault: two burned chunks of an exploded star cruiser, one of which may hold the key to the wealth of an entire world. But the truth about the treasure is dangerous and deadly. And in the end, Sith and Jedi, Republic and Empire, must do something they've never done before, something that all the agents of good and evil could never make them do: join together to stop a powerful threat that could destroy the galaxy. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years! A long, long time ago, the Star Wars galaxy was a very different place. Welcome to the Old Republic! When young Jedi Zayne Carrick is framed for murder by his own masters, he goes on the run with three unlikely allies: con artist Marn Hierogryph, fugitive scientist Camper and bodyguard Jarael. But can they survive long enough to clear Carrick's name, uncover a conspiracy -- and maybe gain a bit of profit along the way? Strap in for an adventure that spans the galaxy, as this ragtag group of heroes face corrupted Jedi, deadly Mandalorians, the power of the Sith and much more! COLLECTING: Star Wars: Knights of the Old Republic (2006) 1-50, Star Wars: Knights of the Old Republic - War (2012) 1-5, Star Wars: Knights of the Old Republic Handbook (2007) 1, material from Star Wars: Knights of the Old Republic/Rebellion (2006) 0 A look at the era of Star Wars: The Old Republic, written by one of the writers behind LucasArts and BioWare's massive multiplayer online game, Threat of Peace unveils a galaxy on the brink of destruction three hundred years after the events of Knights of the Old Republic! For decades, the Galactic Republic and the Sith Empire have been at war. The Sith have gained control of the Outer Rim, but their efforts to penetrate the Core Worlds have so far been thwarted. Now, representatives from both sides attempt to negotiate a peace treaty—but deception by the Sith puts the Jedi in an unfortunate position. • Collects Star Wars: The Old Republic #1-#27, which appeared originally online at swtor.com. • Bonus behind-the-scenes content found nowhere else! • Written by Rob Chestney, one of the writers behind the game! • Critical events prior to LucasArts and BioWare's massive multiplayer online game! • Discover more of the newest Star Wars era! Set between The Fall of the Sith Empire and Dark Lords of the Sith, this 'missing' instalment of Tales of the Jedi provides essential background to George Lucas's epic Star Wars saga. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years! Based on the epic videogame from BioWare and LucasArts NEW YORK TIMES BESTSELLER The Sith Empire is in flux. The Emperor is missing, presumed dead, and an ambitious Sith lord's attempt to seize the throne has ended fatally. Still, Darth Karrid, commander of the fearsome Imperial battle cruiser Ascendant Spear, continues her relentless efforts to achieve total Sith domination of the galaxy. But Karrid's ruthless determination is more than matched in the steely resolve of Theron Shan, whose unfinished business with the Empire could change the course of the war for good. Though the son of a Jedi master, Theron does not wield the Force—but like his renowned mother, the spirit of rebellion is in his blood. As a top covert agent for the Republic, he struck a crucial blow against the Empire by exposing and destroying a Sith superweapon arsenal—which makes him the ideal operative for a daring and dangerous mission to end Ascendant Spear's reign of terror. Joined by hot-headed smuggler Teff'ith, with whom he has an inexplicable bond, and wise Jedi warrior Gnost-Dural, Darth Karrid's former master, Theron must match wits and weapons with a battle-tested crew of the most cold-blooded dark side disciples. But time is brutally short. And if they don't seize their one chance to succeed, they will surely have countless opportunities to die. Praise for Annihilation “An espionage story interwoven with personal conflicts . . . space battles, lightsaber fights, and gripping spy missions . . . Annihilation may be Karpysyn's strongest novel yet.”—Roqoo Depot “Pure Star Wars action-adventure entertainment as only Drew Karpysyn can write it.”—The Founding Fields 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. Revan: hero, traitor, conqueror, villain, savior. A Jedi who left Coruscant to defeat Mandalorians—and returned a disciple of the dark side, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was high. His memories have been erased. All that's left are nightmares—and deep, abiding fear. What exactly happened beyond the Outer Rim? Revan can't quite remember, yet can't entirely forget. Somehow he stumbled across a terrible secret that threatens the very existence of the Republic. With no idea what it is, or how to stop it, Revan may very well fail, for he's never faced a more powerful and diabolic enemy. But only death can stop him from trying. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years! You are the Republic's only hope . . . or biggest threat. -Detailed stats, equipment, and ability descriptions for all party members -Covers all main allies and foes -Exhaustive Jedi Mastery helps you master each Jedi class -Detailed maps for every planet and location -Construct the ultimate weapon and armor kits with our expert workbench tips -All Secret Powers unearthed! -All Jedi Party Members Revealed! -The best ranged and melee weapons combat tested and approved! This Star Wars novel ties in with the MMORPG of the same name, and is written by Sean Williams, the acclaimed science fiction author whose previous Star Wars game tie-in The Force Unleashed debuted at #1 in the New York Times bestseller list. 3,500 years in the past of the far-away galaxy, when the Jedi and Galactic Republic clashed with the Sith Empire, smuggler Jet Nebula has stumbled across a treasure richer than he ever dreamed. The Hutts want to auction it to the highest bidder, be it the Republic or the Empire, both of whom hope to bolster their chances in the coming conflict. But the Sith are interested too, and they don't bargain with anyone; the Jedi High Council is sending someone to investigate; a mysterious Mandalorian is chasing something connected to a long-forgotten crime; while a spy plays every side at once. What Jet has unearthed will surprise all of them, and leave none of them unchanged. Despite the enormous amount of material on the subject of Nazism, there has been no substantial work on its emblem, the swastika. This original and controversial contribution examines the role that the swastika played in the construction of the Aryan myth in the nineteenth century, and its use in Nazi ideology as a symbol of party, nation and race, treating it as symbolic phenomenon in a cultural context. By identifying the swastika as a boundary or liminal image, Malcolm Quinn allies visual analysis to issues of material culture and history. A new direction for fugitive Jedi Zayne Carrick! With his allies by his side - his best friend, Gryph, the mysterious Jarael, and the former Mandalorian warrior Rohlan - Zayne sets forth on seat-of-your-pants adventures filled with ghost ships, renegade droids and high-speed racers! A death-defying shoot-out on the face of a comet leads right into the heart of one of the galaxy's most cruel organizations - the slave-trading Crucible! Zayne risks his life - and maybe his sanity - to help Jarael face her dark past, but the consequences could be deadly for his crew! And, as Zayne Carrick's saga draws to a close, he'll face what may be his most dangerous enemy yet - the demonic Demago! COLLECTING: STAR WARS: KNIGHTS OF THE OLD REPUBLIC 38-50, STAR WARS: KNIGHTS OF THE OLD REPUBLIC - WAR 1-5, MATERIAL FROM STAR WARS TALES 24 Collects Star Wars: Knights of the Old Republic (2006) #19-37. After Zayne Carrick is framed for the murder of his fellow Jedi in training, his poor luck prevents him from clearing his name and throws him into dangerous situations all over the galaxy, leading to his final confrontation with the Jedi Masters who massacred their own Padawans! After hundreds of years, the Sith Empire has returned to the galaxy, determined to crush the Republic that sent them into exile. For young Sith Teneb Kel, it is his only chance to rise above his lowly beginnings as a slave and prove his worth to the Dark Council. Yet their mission for him is unexpected. He will not hunt Jedi, but rather a fellow Sith—the Emperor's apprentice! • Introduces major events and characters from LucasArts and BioWare's massive multiplayer online game The Old Republic! • Written by Alexander Freed, a senior writer behind the game. This campaign guide offers both players and Gamemasters a wide array of new options that can be used to craft a unique roleplaying game experience. Featuring new game material, this book presents an entire campaign during the violent days of the Old Republic. Nearly four thousand years before the Death Star, fugitive Padawan Zayne Carrick's quest to clear his name for the alleged murder of his fellow Jedi-in-training brings him head to head with the galaxy's most feared fighting force—the Mandalorians! Along with a petty crook named Gryph and Elbee the grouchy droid, Zayne is a passenger aboard the Last Resort, a renegade ship piloted by the senile genius Camper and his fierce protector Jarael. Together, this motley crew will face kidnappings, hijackings, maniacal scientists, Mandalorian traitors, bumbling bounty-hunting brothers, and a few

really big explosions. Collecting issues #7-#12 of the comic-book series Star Wars: Knights of the Old Republic, this volume launches our lovable heroes into one of the most outrageous and exciting adventures since Luke Skywalker learned the ways of the Force! The second novel set in the Old Republic era and based on the massively multiplayer online game Star Wars®: The Old Republic™ ramps up the action and brings readers face-to-face for the first time with a Sith warrior to rival the most sinister of the Order's Dark Lords—Darth Malgus, the mysterious, masked Sith of the wildly popular “Deceived” and “Hope” game trailers. 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 would transform him into something far more heinous—something Malgus would never want to be, but cannot stop, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. And now she's going to find out what happened to him, even if it means breaking every rule in the book. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years! A look at the life of the Sith warrior who became Darth Bane. 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. The Guinness World Records Gamer's Edition is now in its fifth edition. The ultimate guide to videogames, Gamer's 2012 is completely updated with amazing new records and the very best images from this year's top titles. There are also exciting news stories and fascinating nuggets of trivia detailing recent and upcoming developments in the world of gaming, along with Top 10 charts ranking the most impressive scores and achievements. Discover a dazzling array of essential facts and figures about record-breaking videogames and the highest-scoring players, along with fascinating quotes from the leading figures in the industry. There's also an entertaining taglines quiz that will test just how much you know about the games' stories and characters. The Republic and the Mandalorians are at war, and some of the Jedi are joining the fight! One Jedi, peace-loving Zayne Carrick, has found himself on the front lines against his wishes—he's been drafted . . . And when Zayne is captured by the Mandalorians while storming beaches with his fellow Republic troops, he suddenly is forced not only to fight, but to fight alongside the enemy! Collects Star Wars: Knights of the Old Republic—War #1-#5. \* The perfect entry point into the Star Wars galaxy! 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. One of the Republic's elite spies, Theron Shan, embarks on an assignment to uncover dark secrets that could shatter the fragile peace with the Sith and plunge the galaxy back into war! An old Jedi, Ngani Zho—once Theron's mentor, and formerly thought lost in Sith territory—has returned quite a bit more peculiar than before he left . . . Unfortunately, he is the only one who can guide Theron on his mission. Quickly, Theron's hands are full with Zho, a troublesome thief, and the Sith who never should have let that old Jedi return to the Republic! \* Direct connections between game and comic! \* Written by Alexander Freed, a senior writer of the game! \* Starring Theron Shan of the legendary Shan bloodline. Collecting Star Wars: Knights Of The Old Republic #38-50, Star Wars: Knights Of The Old Republic — War #1-5 And Material From Star Wars Tales #24. A new direction for fugitive Jedi Zayne Carrick! With his allies by his side — his best friend Gryph, the mysterious Jarael and the former Mandalorian warrior Rohlan — Zayne sets forth on seat-of-his-pants adventures filled with ghost ships, renegade droids and high-speed racers! A death-defying shootout on the face of a comet leads straight into the heart of one of the galaxy's cruelest organizations: the slave-trading Crucible! Zayne risks his life — and maybe his sanity — to help Jarael face her dark past, but the consequences could be deadly for his crew! And as Zayne's saga draws to a close, he'll face what may be his most dangerous enemy yet: the demonic Demagol! Collects Star Wars: Knights of the Old Republic (2006) #0-18. Padawan Zayne Carrick is suddenly a fugitive framed for the murder of his fellow Jedi-in-training. Little does the galaxy know, Zayne's own Masters are behind the massacre and dead set on recovering him before he can reveal the truth. A brand-new Star Wars: The Old Republic novel from bestselling Star Wars author Drew Karpysyn. As well as exploring what happened to Revan after Knights of the Old Republic, in this novel readers will learn who the Sith Emperor is in the time of the Old Republic, where he came from and how he has held onto power for so long... 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. Revan: hero, traitor, conqueror, villain, savior. A Jedi who left Coruscant to defeat Mandalorians—and returned a disciple of the dark side, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was high. His memories have been erased. All that's left are nightmares—and deep, abiding fear. What exactly happened beyond the Outer Rim? Revan can't quite remember, yet can't entirely forget. Somehow he stumbled across a terrible secret that threatens the very existence of the Republic. With no idea what it is, or how to stop it, Revan may very well fail, for he's never faced a more powerful and diabolic enemy. But only death can stop him from trying... The Sith Empire has returned to the galaxy! Determined to crush the Republic that sent them into exile, the Sith launch an attack on the galaxy's Outer Rim -- with their sights set on the Core Worlds, the heart of galactic unity. The Sith's Dark Council claims to want peace -- but both sides have unleashed spies that could turn the tide of war! And on a frozen world, a lost tribe of Sith cut off from the galaxy is about to have its fate changed forever, as a rebellious outcast discovers ancient secrets that will lead him and his allies to the stars -- and beyond! COLLECTING: Star Wars: The Old Republic (2010) 1-6, Star Wars: The Old Republic - The Lost Suns (2011) 1-5, Star Wars: Lost Tribe of the Sith - Spiral (2012) 1-5; material from Star Wars Tales (1999) 17, Star Wars Visionaries (2005) Star Wars fans the world over are buzzing in anticipation of what promises to be a defining moment in the history of multiplayer online gaming: the release of Star Wars: The Old Republic. The game follows the escalating war between the Jedi and the Sith thousands of years before the events of the Star Wars films, and its innovative design allows players to choose sides and help shape the history of the galaxy. This gorgeous, full-color volume features the detailed art behind this highly anticipated release from BioWare and LucasArts. With character sketches, interviews, and artwork featuring the game's new weapons, starships, and previously unexplored worlds, The Art and Making of Star Wars: The Old Republic is the ultimate chronicle of the newest Star Wars experience. As representatives of the Galactic Republic and the Sith Empire attempt to negotiate a peace treaty, deception by the Sith puts the Jedi in an unfortunate position. Knights of the Old Republic: Destroyer begins with an untold chapter from the lives of Malak and Revan -- stars of the KotOR video game! From there, it takes us to a death-defying shootout on the face of a comet and into the heart of one of the cruelest organizations in the galaxy -- the Crucible. Former Padawan Zayne Carrick risks not just his life, but also his sanity, to help his friend Jarael face her dark past. Zayne may have set off for adventure, but what he finds are irreversible consequences for himself and his crew in a dangerous, unforgiving galaxy. \* Featuring Malak and Revan from the Knights of the Old Republic video game! An atlas to the game "Star Wars: the Old Republic" with maps to navigate every planet. Includes concept art. Printed in color. U.S. History is designed to meet the scope and sequence requirements of most introductory courses. The text provides a balanced approach to U.S. history, considering the people, events, and ideas that have shaped the United States from both the top down (politics, economics, diplomacy) and bottom up (eyewitness accounts, lived experience). U.S. History covers key forces that form the American experience, with particular attention to issues of race, class, and gender. Collects Star Wars: Knights of the Old Republic (2006) #38-#50 and Star Wars: Knights of the Old Republic - War (2012) #1-#5. Free from the false charges against him, former Padawan Zayne Carrick discovers that one of his allies, Jarael, has been running from her past. Soon Zayne is caught in a web of sport dueling, slavery, an evil twin, an ancient society, and finally, the frontline of the Mandalorian Wars. Follows the adventures of Zayne Carrick, one lone Padawan who becomes a fugitive hunted by his own Masters for the charge of murdering every one of his fellow Jedi-in-training and his desperate race to clear his name. In this volume, Molly Ball examines the experiences of São Paulo's working class during Brazil's Old Republic, combining social and economic methods to present a robust historical analysis of everyday life along racial, ethnic, national, and gender lines. “When I look into you, I see no loyalty. . . . I sense only tangled allegiances. . . . Given a choice, I would never trust you.” From across the galaxy they've come: agents of both the Republic and the Sith Empire, an investigating 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 only one can claim. Each is prepared to do what he must to possess the treasure, 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—enemies for millennia—join as one against the certain doom of the galaxy? A guided tour of the mysterious Star Wars™ galaxy during the turbulent times of the Old Republic Enter the world of The Old Republic, the new online Star Wars™ game franchise, with Star Wars™ The Old Republic Encyclopedia. Explore the characters, weapons, vehicles, events, locations and planets of the galaxy in the times of the Old Republic. Created in collaboration with LucasArts, this is more than just an encyclopedia - it is a guided tour of a dangerous, compelling and mysterious universe featuring amazing stills and plans from the groundbreaking video game. Star Wars™ The Old Republic Encyclopedia is a must-have for Star Wars™ fans of all ages. Daze of hate, knights of suffering! Fugitive Zayne Carrick joins forces with the Jedi Masters who killed his fellow Padawan in a bid to save the galaxy from the Mandalorians! But will the megalomaniac Lord Adasca outmaneuver them all? Then, in a story that reverberates across every era of Star Wars, the clandestine Jedi Covenant is rocked by a terrifying vision of the far future - and one of its Shadows, Celeste Morne, faces the monstrous task of recovering an ancient Sith artifact! But will Zayne Carrick achieve vindication at last, clear his name and end his days as a renegade? Plus: the ultimate guide to the state of the galaxy 4,000 years before the rise of the Empire! COLLECTING: STAR WARS: KNIGHTS OF THE OLD REPUBLIC #19-37, STAR WARS: KNIGHTS OF THE OLD REPUBLIC HANDBOOK. After being framed for the death of a fellow Padawan, Zayne Carrick joins up with a group of friends and searches for a way to clear his name. The Sith Empire rises from the ashes, set on a path of destruction and devastation in the wake of one of its most sinister dark lords—Darth Malgus. Our time has come. For three hundred years we prepared; we grew stronger while you rested in your

cradle of power, believing your people were safe and protected. You were trusted to lead the Republic, but you were deceived, as our powers of the dark side have blinded you. . . . You were deceived and now your Republic shall fall. It is a time of vengeance in a galaxy far, far away. Darth Malgus steps out of the shadows to lead the Sith in striking a fatal blow to the heart of the Jedi Order. Crimson blades rain death and pain upon the Republic, seizing control of Coruscant. But even in triumph, Darth Malgus discovers betrayal by his own brethren, a quest for peace with the Republic that will only corrode their hard-won power. As the dark lord plots against the Sith leading their own kind to ruin, vengeance hunts him in turn. Her name is Aryn Leneer—a Jedi with nothing left to lose on a quest to avenge her slain master.

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