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Secrets Of Naboo Campaign Pack (Star Wars Roleplaying Game)



Synopsis

In the Star Wars: Episode I The Phantom Menace movie, fans got a brief glimpse of the distant planet Naboo. Now fans and players of the Star Wars roleplaying game finally have the secrets of Naboo revealed. The first-ever book detailing adventures and source material about the planet, the Campaign Pack lets fans explore Naboo like never before-from the Queens palace to the Gungan underwater city to the Naboo capital. Its a trip no roleplayer or Star Wars fan will want to miss.

Book Information

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Customer Reviews

As the first real supplement for the new Star Wars Role Playing Game from Wizards of the Coast, `Secrets of Naboo' could have had a little more...well, a little more. `Secrets' is a complete misnomer, because it reveals nothing that could be considered unusual or out of the ordinary. In fact there are no secrets revealed that any moderately dyed in the wool Star Wars fan wouldn't already know. The proper title should have read something like `Fodor's Guide to Naboo', because although it is well written, it reads a little like one of the many country guides available in most book stores today. It briefly covers both species to the planet-the humans and the gungans, but doesn't go into much detail about either. It talked about how when the humans first arrived on Naboo almost four-thousand years ago they went to war with the gungans because of vast differences, but in the end both races come off as being basically they same-both revere nature, but the Naboo build in harmony around it the gungans build in harmony with it. And the highly artistic, refined and intelligent Naboo view the gungans as backwards, primitive screwheads. It does have some Naboo customs, but most involve the Queen (as if she were the only interesting person on the planet), and

what it lacks for either species is diet-what kind of foods do they eat, manufactured goods-what stuff do they make, marriage customs, you know, important stuff. What it does spell out is that the Naboo are influenced strongly off Plato's Republic and Confucianism-children are constantly tested to see where the aptitude lies and they are placed into the profess.

Let me start off by saying that I LOVE the new Star Wars role playing game by Wizards of the Coast. These folks have done a great job at bringing this game over to the d20 system and Bill Slavicsek (Designer) is a gaming GOD! This book is generally good stuff. The graphics are nice and all original. (keep up the good work guys). It's well organized and has many interesting things in it about Naboo and it's denizens. The part about the Trade Federation and their place in the galaxy is a particularly good read. There are a few stats that are new but that's basically about it. The page that deals with creating and running handmaidens is interesting. While the book's generally good.... there are some major concerns I have with it. If you're looking for some good, new role playing things to throw at your players, you might want to look somewhere else. If someone from Wizards of the Coast is reading this: PLEASE GIVE US NEW ADVENTURE MATERIAL! It would have been nice to play something after the Phantom Menace had happened that had nothing or little to do with it. I realize you were maybe gearing this for inexperienced or new role players, but I don't like the "pull you by the nose, heavy handed", adventure in this book. While I'm on the subject of this adventure... this is my biggest problem with the "Secrets Of Naboo" This adventure fills almost HALF THE BOOK. And in my humble opinion it's not really anything new or exciting. The pages could have been better utilized with new info about the Gungans (the section on Gungans and Ootah Gunga are enemy at best) WHY is boss Nass green and different shaped than Jar Jar? Why is Captain Tarpals Purple colored. WHAT exactly is the sacred place the Gungans were hiding in?

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