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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 Queen's palace to the Gungan underwater city to the Naboo capital. It's a trip no roleplayer or Star Wars fan will want to miss.

## Book Information

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## Customer Reviews

My son said it is amazing, but he ordered some other items to go with it to make it as he wants to use it.

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 its 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 Otah Gunga are enemic at best) WHY is boss nass green and different shapped then Jar Jar? Why is Captain Tarpals Purple colored. WHAT exactly is the sacred place the Gungans were hiding in? Where are detailed maps of Theed, Otah Gunga, the swamps, plains or the REST of the planet? (The sacred places, mountains, forests, swamps, ANYTHING). This is good for info on the Trade Federation, various weapons and creatures found on Naboo. But there is nothing new or any "secrets" per say. While this review may sound a little harsh, I would still buy the book again if I had to do it over. But hopefully further offerings for the Star Wars R.P.G. will be more thourough.

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. It also said that even the lowliest sanitation workers talked about poetry, and then went on to say that there is rising organized crime, and one is given to wonder if Naboo gangsters discuss politics while they break someone's knees. It

doesn't really detail any of the cities other than brief mentions, and the maps are such a complete waste of time that might have not bothered with them at all. Where it is good were portions on the various flora and fauna-including a section on poisons. All of the animal and monster stats were much appreciated as well. Plus the section on the criminal element on the planet was good, but again it could have done with more detail. And excluding the pictures from the film, all of the interior art and maps are basically worthless. But there just isn't enough meat to this source book, and I am pretty sure they could have filled the last 36 pages of a 96 page book with yet another retelling of the invasion of Theed! Come on, they already have a boxed set- that does just that and the Phantom Menace video game, and it really doesn't matter if this adventure is a little more detailed-it has been done already. Is it worth owning. Tough call, but I'd say that it is. The game information is quite good and it is a genuinely well-written book. Plus, if you're like me and have to have most things Star Wars, then yes, go buy it. I only hope Wizards can stop fixating on the Phantom Menace.

I had very high hopes for this book. But it is a huge letdown. The information for the most part is not new. They mention equipment and give very few pictures for it. The Trade federation is in it. What for? They attacked Naboo they are not a part of it. They are interesting but needed to be in a different book. There are NO prestige classes at all. Could they not think of any Prestige classes that would be Native to Naboo? It seems not. The whole book just comes off as a poor effort. The adventure is close to half the book and isn't that exciting and is also set in the battle of Naboo. Too bad if that isn't where your campaign is set. Is there anything good about it? yes there is. But not alot. They need to do better. Much better in future and give the players something real. Like what happened to Naboo during the Rebellion era and the new Jedi order? What events have shaped it if you want to use it in a future game. But it has nothing. Very weak. If you have to have it then get it. Otherwise save your cash for some other SW products.

Useful for the most part, and lead to having a lot of fun.

this is a great pack to get if you are beginning to play star wars role playing game. it has every thing you need

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