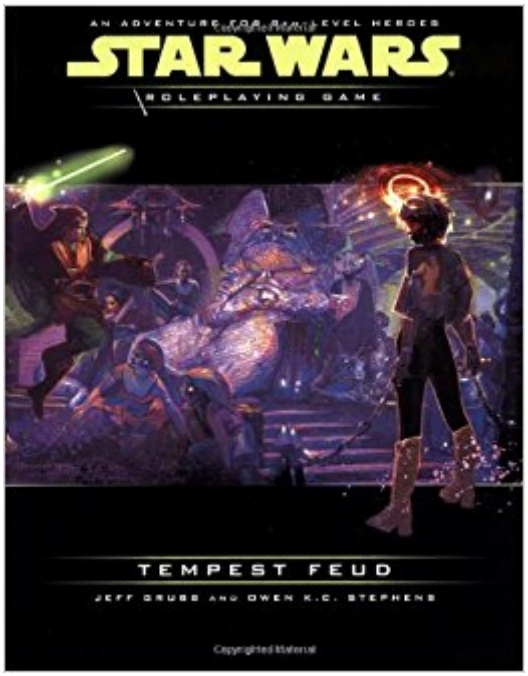
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Tempest Feud: An Adventure For 9th-Level Heroes (Star Wars Roleplaying Game)



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Synopsis

A Threat of Epidemic ProportionsA virulent plague sweeps over the planet Endregaad, forcing the Corporate Sector Authority to quarantine the stricken world with a planetwide blockade. A mission of mercy and a desperate search lead heroes to the Hutt homeworld, where they discover an even greater scourge spreading throughout the galaxy.This stand-alone adventure is for 9th-level heroes.Ã¢â ¬Â¢ Embroils the heroes in various dealings with the Hutts.Ã¢â ¬Â¢ Explores several locations across Hutt space, including Nar Shaddaa, the Smuggler's Moon.Ã¢â ¬Â¢ Introduces new Hutt droids and Hutt battle armor.Ã¢â ¬Â¢ Features new starships, including one for the heroes--complete with a deckplan.To use this adventure, a Gamemaster also needs the Star Wars Roleplaying Game.

Book Information

Series: Star Wars Roleplaying Game

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Average Customer Review: 3.2 out of 5 stars 6 customer reviews

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Customer Reviews

Jeff Grubb's recent credits include the D&D(r) accessory Manual of the Planes and the three Ice Age Cycle novels in the Magic: The Gathering(r) world. He lives in Washington state. Owen K. C. Stephens recently helped write the Star Wars Roleplaying Game, the Star Wars Fast-Play Game, and The Rebellion Era Sourcebook. He lives in Oklahoma.

my best friend need it , next day arrive. good memory. This is the first "larger product" in our kitchen collection. Thus far (one week), it is sharp, performs well for chopping and slicing, and has excellent balance and weight. Time will tell how it retains its edge and resharpens. would purchase again.

I loved this adventure. It’s well written, original, and manages to capture that Star Wars feel we all know and love. The side bars dealing with potential outcomes for the characters actions, and suggestions on how to motivate them during the game were extremely well done.While the NPC stats were created for the first d20 Star Wars product, I had no difficulty performing quick conversions. It’s still d20, and so most of the skills and abilities presented need no conversion at all. Those that do can quickly be converted by a knowledgable GM. If you’re looking for an interesting published adventure to weave into your campaign, then this is definetly for you.

If you’ve been running a Star Wars campaign for a while and your players are at the level 8/9 stage, do yourself a favor and buy this adventure. The amount of detail and polish in this adventure is excellent. I’m starting the adventure next session with my group, but having already read through the entire book, I’m very excited about what it will do for my campaign now and for the future.This adventure obviously has a set plot, but the authors wrote it so well that your players will be able to enjoy it regardless of what they choose to do. I’m really impressed by the latitude I can take with it.

I haven’t actually run Tempest Feud yet, but I’m preparing to, and so I’ve gone through the book pretty extensively. Friends, let me say that the previous reviewer is WAY off the mark. This is a huge, BEAUTIFUL adventure that has the potential to keep the players guessing right up until the end. I also like those little "what if" sidebars for those situations when the PCs do something unexpected (or stupid).My only problem with the adventure is that it uses the Original Core Rulebook, and it can therefore be time-consuming to convert all the characters (and believe me there are tons of them) into Revised Rulebook format.In actuality I give this adventure a strong 4, but I am entering a 5 because the previous review just doesn’t do this book justice.

I have poured over the adventure material from cover to cover and I LOVE how it is organized. However, all of the contingency plans and interesting NPC’s can’t save the overall plot of the adventure. It starts out compelling and strong, and ends up circling the intergalactic refresher bowl. The force using Hutt superboss...it was a shame to go through all of the intrigue and well crafted encounters only to face a spice pushing evil force hutt...Did I mention that there is a force using Hutt gangster? If that doesn’t make you curl up in the fetal position then you will LOVE this adventure. Otherwise do what I did. Change the story line a bit here and there. Overall, this is a well crafted adventure and worth the sticker price.

This is the most horrible adventure I've ever seen for ANY role playing game ever, and I've been playing for almost 15 years. I mean come ON! They've got Treants in Star Wars and FORCE USING HUTTS?! WTF?! I mean, this is the worst piece of material for D20 Star Wars. I got it for free, and I feel gipped. It's a real disappointment, because alot of the other stuff for D20 Star Wars is great. Don't get this... get Alien Anthology, or Champions of the Jedi instead. They rock.

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