Equipment D6 / Kloo horn



Name: Kloo horn
Type: Musical instrument
Scale: Character
Availability: 1
Weight: 1.2 kilograms
Cost: 2,000 credits

Description: The kloo horn was a double-reeded wind instrument, larger than a Slitherhorn and a Fizzz (roughly 1.5 meters tall), and one of the most commonly used instruments in the galaxy. It was considered a primary instrument for musicians specializing in the field of Jizz or Jatz. The mouthpiece of a kloo horn extended into a handheld "S" shaped body where players could use their hands to make adjustments for tone and pitch. The average kloo horn weighed approximately 1.2 kilograms. By the pricing standards used late in the Galactic Civil War, a well-kept kloo horn could be purchased for roughly 2,000 New Republic credits.

Notable kloo horn players included:

Figrin D'an and Lirin Car'n of Figrin D'an and the Modal Nodes
Banjaxx Wab of "Smooth" Banjaxx Wab and the Scundereds
Umjing Baab of Umjing Baab and His Swinging Trio
Greeata Jendowanian of the Max Rebo Band
Queen Leonie of Zeltros
Jimke Weet, father of the ill-fated scout Salak Weet

In 29 BBY, the Tailfin Cantina of Lamaredd had an interpreter of kloo horn providing entertainment. Rebel Alliance intelligence chief Airen Cracken once escaped Imperial detention by claiming to be a Kloo horn player.

The available pieces for kloo horn included The Hutt Two-Step.

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