

## Episode 3- Let's Get Civilized

The transcription provided have been created through a mix of software and manual editing. We have tried our best to indicate overlapping speech, cross-party talk, and interruptions. "In character" speech has been italicized as best as possible. Laura's character Xianna'fan speaks in somewhat of a French accent. We have done our best to represent that in text.

We apologize for any misspellings or mistakes. Please send any corrections, comments, or concerns to [tabletopsquadron@gmail.com](mailto:tabletopsquadron@gmail.com)

[00:00:18] - Nick

Hi everyone and welcome to Tabletop Squadron. A Star Wars Edge of the Empire actual play podcast. I'm Nick, your gamemaster. Every Thursday our story follows a thief, a bounty hunter, a fringer and a slicer as they explore the galaxy helping a mysterious benefactor and each other. Thanks for tuning in and we hope you enjoy. But before we get to the episode I have a quick note from Laura. Lots of exciting developments.

[00:00:43]

[background guitar music]

[00:00:45] - Laura

Hello Squadron. This is Laura here, letting you know that we have some cool new artwork but we will only release it when we hit ten iTunes reviews. Yes we are holding our own artwork hostage, so please head over to iTunes and leave us a review. Everyone review helps new people find us, so leave us a 5 star review.

[00:01:09]

[00:01:17] - Nick

Hi everyone and welcome to Episode 3 of Tabletop Squadron, you're back for more. Isn't that great. I'm here with the whole party today, going to be doing some stuff and some things. We'll go around say who you are and what character you were playing.

[00:01:31] - Cameron

Hi!

[00:01:32] - Nick

Hello.

[00:01:32] - Cameron

I'm Cameron and I'm playing Karma Naihlo.

[00:01:35] - Steven

Hi I'm not Cameron. I'm actually Stephen, [group laughter] I'm playing Sabos Niks.

[00:01:41] - Nick

Great.

[00:01:42] - Hudson

Hi I'm Hudson and I'm playing Tink.

[00:01:45] - Laura

Hi I'm Laura and I'm playing Xianna'fan

[00:01:49] - Nick

and I'm Nick your game master, working on my podcast voice. OK so -uh- you guys got some experience from the last couple of sessions that we played through go around and if you purchased anything to make your characters better please let me know what you did.

[00:02:05] - Hudson

So Tinc used the 20 XP, I purchased an item from the talent tree called defensive slicing when I'm defending a computer system add a black die per rank of defense of slicing to the opponent's checks. I also leveled up my piloting planetary to level 2.

[00:02:22] - Nick

-OoooOooo-.

[00:02:24] - Cameron

All right. So I spent a mystery ten points on some skills that I don't remember what I upgraded but I also bought two talents from my talent trees for my Skip Tracer tree I've got hardboiled so when I'm recovering strain after an encounter I can spend an advantage up to my ranks in hardboiled to cover one wound per advantage. And then I also bought Stalker for my assassins tree [Nick: -oOOoo-] so I had a blue die per rank of stalker to all stealthing coordination checks.

[00:02:55] - Nick

Wow that's [Cameron: yeah] pretty cool.

[00:02:57] - Cameron

I am Death. Hear me.

[00:03:00] - Laura

I use my point to buy street smarts which is to remove a setback or black dice per rank of street smarts from streetwise or knowledge underworld checks. I bought indistinguishable which upgrades the difficulty of checks to identify my character once per rank of indistinguishable and I got grit so I have plus one strain.

[00:03:21] - Nick

Neato

[00:03:22] - Steven

I done used my extra points. Not sure if that's how a Togrutan talks. [Cameron: oh gosh] To upgrade my piloting space to level 2 and I added a level of galaxy mapper to my fringer tree which I can remove a- it's a black and white chart but I think [Cameron: black die] it's a black die per [Nick laughs] rank of galaxy mapper from astrogation checks.

[00:03:42] - Nick

Yeah god [Cameron: that'll be-] know you need that.

[00:03:44] - Steven

Half the normal time.

[00:03:45] - Cameron

That will be useful.

[00:03:47] - Nick

Right. So that's what your characters are doing. Time to roll your force points

[00:03:53] - Cameron

Destiny role

[00:03:54] - Nick

Destiny points. [group laughter] Destiny's Child points. [dice sounds] All the single Togrutans.

[00:04:01] - Cameron

One dark side and

[00:04:03] - Hudson

Quick no one chase waterfalls.

[00:04:05] - Steven

Light side [dice sounds]

[00:04:07] - Hudson

Ooooooh it was almost white side but it's one dark side.

[00:04:10] - Laura

One dark side.

[00:04:11] - Steven

Y'all [Cameron: oh dear] suck

[00:04:13] - Hudson

We suck.

[00:04:14] - Nick  
Excellent.

[00:04:14] - Steven  
Am I the only one here on the white side?

[00:04:16] - Multiple Speakers  
Yeah.

[00:04:17] - Nick  
Can we call it light side please?

[00:04:18] - Steven  
That's what I said.

[00:04:19] - Nick  
I'm- I'm hearing white side

[00:04:21] - Steven  
Oh no, [group laughter] on the light side. Light. Llllllight.

[00:04:25] - Nick  
Light side

[00:04:26] - Steven  
Light side

[00:04:28] - Cameron  
So we have one light side, 3 dark side

[00:04:30] - Nick  
Sweet. All right

[00:04:31] - Cameron  
This is going to go great.

[00:04:34] - Steven

Yup We'll be fine.

[00:04:34] - Nick

So when we last left off you saw an imperial contingent coming into outpost four , you'd kind of gotten a lay of the land and they showed up and you watch them enter. You saw some storm troopers you saw a strange shark like monster with millipede feet all over it called a Kersten's beast and you also saw the supposedly leader of the outpost a Zabrak man with light tattoos and a all white expeditionary outfit who managed to pack his own martini with him on the trip and he climbed out of the speeder and said *oh boy sure is good to be home*. And the locals were going to cut down that big shark thing. And as you're taking in this scene they cut the rope that's attached to its tail and it falls and hits the ground. And there is a poof of dust and you see the monsters eyes open. They're bright [Cameron: uh oh] red and they have segmented like insect eyes that you didn't see under the lids and it -uh- locks with you. And I'm going to need cool checks from everybody

[00:05:45] - Cameron

[whispers] ooh shit.

[00:05:46] - Steven

oh yeah

[00:05:47] - Nick

or I guess that'd be vigilance.

[00:05:48] - Cameron

[overlapping Nick] That'd be vigilance, yeah [Nick: -mmhhmm-]

[00:05:48] - Laura

*Eww.*

[00:05:50] - Nick

Because this thing immediately starts scuttling towards you.

[00:05:53] - Steven

Are you sure it can't be a cool check?

[00:05:55] - Nick

Yess

[00:05:56] - Cameron

Cause we- we weren't planning for this to happen.

[00:05:57] - Hudson

What level of difficulty?

[00:05:59] - Cameron

None just the- just the uuh

[00:06:00] - Nick

[overlapping Cameron] I just need to know what you guys get.

[00:06:03] - Hudson

Oh [dice sounds] [Steven: I'm sure it'll be fine]. Two successes.

[00:06:05] - Nick

Your vigilance is one green?

[00:06:07] - Hudson

Yes

[00:06:07] - Nick

That's going to be real bad for you. [Steven says something in the background]

[00:06:08] - Hudson

That's one will power.

[00:06:09] - Cameron

-uh- will power [Steven: yeah]

[00:06:10] - Laura

One success and two advantages.

[00:06:12] - Cameron

Karma got a success and a triumph. So two successes and a triumph? [Nick: mmhmm]

[00:06:17] - Steven

I got a success.

[00:06:20] - Nick

OK so you got a success and a triumph. Karma, Xianna, what did you get?

[00:06:24] - Laura

One success. Two advantages.

[00:06:26] - Nick

OK. So this monster thing is moving at you surprisingly quickly. You see that it's tail is actually flicking back and forth like a shark would while swimming but it's on the ground and you hear this really gross -sttksttksttk- noise as it comes across the dirt and as if in slow motion Karma is able to bring her blaster rifle to bear on this thing as it gets within about ten yards of you. And you can try and do something about this.

[00:06:53] - Cameron

I'mma shoot it

[00:06:54] - Nick

Makes [Cameron: in the face] sense. And so the rest of you are staring aghast at this monster and you're also noticing that all of the storm troopers who are at parade attention are slowly going for their weapons, much slower than karma would.

[00:07:07] - Cameron

What's the difficulty? Average? mmkay



[00:07:10] - Nick

But also a black die because gross!

[00:07:13] - Laura

Eeww

[00:07:14] - Cameron

is there any talent I have?

[00:07:16] - Nick

So roll me that shot.

[00:07:22] - Cameron

Hey [Cameron giggles] two successes three threats.

[00:07:26] - Nick

Great. So you managed to-

[00:07:28] - Cameron

[overlapping Nick] Can I fall prone? [deep base noise] Because there's a giant shark coming at me and I fall backwards as I shoot?

[00:07:34] - Nick

Absolutely. Three threats is-

[00:07:36] - Cameron

[overlapping Nick] Three threats is fall prone. I wanna fall prone. [deep base noise]

[00:07:40] - Nick

So -uh- [Cameron: I fall on my butt] so how much damage do you do?

[00:07:42] - Cameron

I do- let's see. That was my carbine, nine ten, eleven damage.

[00:07:46] - Nick

Wow that's a pretty solid hit. So you hit it right between the eyes and it stumbles for a second and stumbling on a thousand legs looks pretty interesting but it keeps coming at you. And as Sabos and Xianna go to pull their guns up as well you hear two more shots ring out and it's the two locals that you saw standing by the speeder and they both draw and fire pretty much in unison just a little behind you and they hit it and you see the light go out of its gross bug eyes and it skids on its nose right up to your feet and it stands still.

[00:08:21] - Cameron

Eeewwww [Nick: that happened ] I just kind of stare at it.

[00:08:25] - Steven

I've still kind of want to shoot it.

[00:08:27] - Nick

Go ahead. If you want to. It's not moving. You don't really have to roll. How much damage does shooting it do?

[00:08:34] - Steven

Nine.

[00:08:35] - Nick

OK.

[00:08:35] - Laura

Double tap it.

[00:08:36] - Steven

Oh yeah yeah. I- Right.

[00:08:38] - Cameron

You have to have- [Steven: I'mma double tap] you have to have an even number of shots for double tap to work. So...

[00:08:43] - Steven

That's true.

[00:08:44] - Nick

As you- as you draw your pistol and shoot the-

[00:08:48] - Steven

Oh it's not a pistol.

[00:08:49] - Cameron

[laughing] It's his rifle.

[00:08:49] - Nick

Oh, your giant rifle!

[00:08:51] - Steven

This is a blaster.

[00:08:52] - Nick

I forgot. As you unsling your rifle and it just blows the head open in like a fountain of fish guts. I know what fish guts smell like I don't really know what bug guts smell like but this creature smells like a combination of the two.

[00:09:08] - Steven

I actually could imagine that.

[00:09:10] - Nick

Great. That means my descriptions are perfect. And as you blow it open one of the locals the male they both put their guns back into the speeder and the male kind of shakes his head. *Waste of a good trophy.* And he walks off to the other side of the speeder and starts to unpack and you have drawn the attention of Mr. White Clothes who says *Well that was a surprise. Mills I thought you said you killed the thing.* The local shrugs again and he pulls out a vibro-machete looking thing. So it's like almost vibro-sword bigger than a vibro-knife. Big 'ol "Now this is a knife" type weapon.

[00:09:48] - Hudson

Vibro-axe level or ?

[00:09:49] - Laura

No.

[00:09:50] - Nick

No it's not a giant death machine. It's like not quite a fight people with this weapon but much bigger than a what you would use normally. And he goes over to the Kersten's beast and starts lopping the head off of it what's left of the head and mostly a puddle at this point.

[00:10:05] - Cameron

As more and more shark fish bug guts start flying I back up and shake the guts off of me that I assume got on me when Sabos shot its head right in front of me.

[00:10:17] - Nick

Yes. So you didn't get hit with like big goopy bits but it did shoot a fine purple mist into the air. That's been kind of raining down. So you're sort of speckled on your shoulders.

[00:10:28] - Cameron

Eww.

[00:10:30] - Steven

That's... trophy juice.

[00:10:31] - Laura

How much is on Xianna, if any?

[00:10:34] - Nick

Probably a little... [Laura: eww] not much. You were a little further away but it definitely it's- and you can see there's a lot of it. It definitely atomized a lot and it's blowing through the crowd and you see a couple of officers drop attention and go eww.

[00:10:50] - Steven

*Back on Osiron we're proud of our trophy juice.*

[00:10:54] - Cameron  
[laughs] That's disgusting.

[00:10:56] - Laura  
*Oh- I- uh- no. just no.*

[00:11:01] - Nick  
And that being said when you look at the gentleman in the white uniform he's spotless none of it gets on him. Got some people around him. The guy decapitating it is about elbow deep in purple goop. But white clothes guy is clear. Speaking of him he walks over and says *you're new to the outpost. What brings you here?* And he's looking at Karma because she was the one who shot the thing but he- he addresses the group as a whole.

[00:11:34] - Steven  
-uhh-...[Cameron laughs] -uh-.. *We had a issue with our astrogation system and ended up here and then tried some of your fine ales*

[00:11:46] - Nick  
*Rrright.*

[00:11:47] - Cameron  
*I think that was straight up an issue with you as an astrogation system not the ship's.*

[00:11:51] - Steven  
[overlapping Cameron] *I don't believe so.*

[00:11:54] - Nick  
*Well I was out in the jungles so I didn't see as much but I'm sure we'll be able to look at our orbital observation post and see what went wrong. Maybe we can help with your ship.*

[00:12:04] - Steven  
*Absolutely, -uhh-*

[00:12:06] - Cameron

*Like I said sir [Steven: the trees just came out of nowhere] I don't- I don't think it was the ship. I believe it was him* she says looking at Sabos pointedly.

[00:12:15] - Steven

*Nah- It was the trees.*

[00:12:16] - Laura

*It was definitely him.*

[00:12:19] - Steven

*Well* he looks very comfortable watching you guys kind of snipe at each other. And he says *Well either way I'll have someone look at it* and he waves a hand and you see a couple of people from the back.

[00:12:29] - Steven

*Oh -uh- you- you don't need to do that. -uh- I think we got it all taken care of.*

[00:12:34] - Nick

*Oh no no I insist.* And a couple of- they look like Imperial engineers start heading out of the outpost.

[00:12:41] - Steven

*If [Laura: Xianna-] you could just look at that back of the ship that the rudder thing that would be great. Don't go in a ship.*

[00:12:47] - Laura

Xianna's kind of like surreptitiously padding her pocket to be like OK. I do have this. That means it's not on the ship for them to accidentally find.

[00:12:58] - Nick

Was there anything specific you- you wanted to make sure it was in your pockets.

[00:13:01] - Laura

All my drugs.

[00:13:02] - Nick

All your drugs?

[00:13:03] - Laura

All of them.

[00:13:04] - Nick

OK great. Yeah. I would imagine most of your drugs are in your coat. You did hide some stuff around the ship last episode. Where did you?

[00:13:13] - Laura

Oh I hid the weird mask thing in a box. [Nick: -mmhmm-] I don't think I actually hid that. I think that was just sitting on a shelf. I was looking [Cameron: you found a lot of hiding spots] for hiding places.

[00:13:23] - Nick

So there's some stuff sitting out and most of your like...very obviously illegal things are on your person.

[00:13:29] - Laura

I would say all of them just, except the mask that's in a box and the -uh- decanter of whiskey that is now empty on the floor.

[00:13:38] - Nick

OK. This guy watches you kind of talking back and forth he watches the engineers start heading towards the ship he basically just ignores your protests and says *Make sure you give it a full sweep* and they- they run off and as you're talking he's like scratching at one of his little head horns because he's a Zabrak. So he has like a ring of devil horns which are neat looking and says *So you must be here looking for someone. No one comes to Unroola Dawn looking to sightsee.*

[00:14:08] - Hudson

*Until us!*

[00:14:11] - Nick  
*Rrrriight* [Cameron: just-]

[00:14:12] - Laura  
Yeess.

[00:14:13] - Steven  
*As you can tell-*

[00:14:14] - Cameron  
[overlapping Steven] I feel like that's a deception check.

[00:14:16] - Laura  
*Sight seeing.* [Hudson: yeah! you wanna do it?] *Zat is what we are doing.*

[00:14:19] - Nick  
Yes I would love a deception check from Tink, that-

[00:14:21] - Steven  
*As you can tell our friend Tink hasn't seen places like these.*

[00:14:25] - Nick  
This is going to be a red and two purples.

[00:14:28] - Laura  
You [Hudson: oh noooo] don't have deception! [group laughs] [Steven: mother fucker]  
And you're not very cunning.

[00:14:33] - Hudson  
[overlapping Laura] No, I'm not very cunning. Oh this is-

[00:14:35] - Laura  
You are just smart.



[00:14:36] - Nick

Wait hang, on let me see. Deception would be probably were- against perception right.

[00:14:42] - Cameron

Yes.

[00:14:43] - Nick

What is his perception? Oh you're lucky it's actually!

[00:14:47] - Hudson

Is it actually a perception check?

[00:14:50] - Cameron

No.

[00:14:50] - Nick

So it's just- no it's-

[00:14:51] - Cameron

[overlapping Nick] your- your deception goes against his perception

[00:14:54] - Nick

[overlapping Cameron] It's just three purple. He's actually not trained in perception.

[00:14:55] - Hudson

Oh great.

[00:14:57] - Cameron

All right three purples. OK, cool. [dice sounds]

[00:15:00] - Nick

But flip a darkside point. Go ahead and upgrade one of those.

[00:15:03] - Hudson

To a red?

[00:15:03] - Cameron

To a red.

[00:15:05] - Nick

There we go. Same rule [dice sounds]

[00:15:06] - Multiple Speakers

OOooooohhh!!!

[00:15:11] - Hudson

Two successes.

[00:15:13] - Cameron

No.

[00:15:14] - Laura

No those cancel out.

[00:15:15] - Hudson

oh wait- with those yeahyeahyeah.

[00:15:17] - Cameron

And-

[00:15:17] - Cameron

A failure and despair.

[00:15:19] - Hudson

A failure and despair. So before anything can happen I try to save it by saying *just kidding*. [group laughter]

[00:15:27] - Nick

So he looks at you and you get the feeling- he still is smiling at you. He seems very friendly and welcoming but you totally understand that he does not believe your bullshit

in the slightest. He's been here for a while and he understands that. -uh- But with the despair...

[00:15:45] - Laura

And also Xianna knows that Tink has just messed up so badly that she doesn't even hide it and she sighs and like puts her hand on her head just like [sighs] *ahhhhh*

[00:15:58] - Hudson

So that happens. So that helps with the despair and he looks back and forth to the four of you and goes *Oh smugglers, great!* and he starts to walk away towards the large building that you saw previously that's made of wood. Nice. The mansion he says *Well you might as well come and have a meal with me because we probably got some talking to do most smugglers talk to me at one point or another.* And he walks away without saying if you're going to follow him but you also noticed that the locals and still a pretty good amount of Stormtroopers are all just staring at you to see what you'll do.

[00:16:35] - Laura

Oh Xianna heard [Cameron: I follow him] food and is following him and going like *excuse me. What kind of food?*

[00:16:41] - Nick

*Well the cooks here are a little barbaric. They do tend to prefer open flame but they make quite a good roast Kersten's beast.*

[00:16:50] - Steven

*Oh I'm- I'm down. Yeah. Especially having shot the Kersten's beast myself.*

[00:16:55] - Nick

*Yes. Clearly you did it.*

[00:16:57] - Cameron

*Oh my gosh you shot it once it was dead.*

[00:17:00] - Steven

*It- I'm not sure how you know it was dead. I mean it was right at your feet when I shot it.*

[00:17:04] - Laura

*Ze light 'ad gone out to its' eyes. Zat is [Steven: not sure about eye light on Osiron] 'ow we know it was dead.*

[00:17:12] - Nick

He -uh- [Cameron sighs] The guy stops and turns around and hearing that the light had gone out of its eyes and he says *you seem like my kind of person. By the way my name is Falx, Falx Urnstad. I'm one of the vice governors of this planet. This outpost is mine. And it's great to meet you.* And he holds out a hand to shake. Specifically to Xianna.

[00:17:31]

Oh Xianna absolutely shakes it, winks and says *I am Serene.*

[00:17:37] - Nick

*Well great to meet you Serene* and he throws an arm over you and just starts gesturing towards [Laura: yup] the mansion and says *Come along I'll give you the grand tour* and he smells like sandal wood

[00:17:50] - Laura

OOOooOOoo

[00:17:51] - Nick

Yeah. It's nice and the uniform is very soft. Normally they're like that institutional fabric that holds up very well. This one's not. This one is like synth-silk and...

[00:17:59] - Laura

Yeah this guy definitely seems like he has a nice like cashmere silk blend going on.

[00:18:05] - Hudson

Everything Xianna would fall for.

[00:18:07]

Oh yeah Xianna has a very low bar.. [Hudson laughs] for what- what "falls for" is.

[00:18:15] - Hudson

Yes

[00:18:16] - Laura

That was how words work.

[00:18:19]

[Steven: Oooh] Mildly interested

[00:18:21] - Cameron

So as I'm following Xianna and dude guy I'd start cleaning the bug mist guts off of my gun.

[00:18:30] - Hudson

Whatwas his name again?

[00:18:31] - Nick

Falx

[00:18:31] - Steven

Falx Urnstad

[00:18:33] - Hudson

F-A-L- [Nick: Falx] X?

[00:18:33] - Nick

F-A-L-X Urnstad U-R-N-S-T-A-D and he's a Zabrak.

[00:18:39] - Steven

I tell karma to wear the purple mist proudly.

[00:18:43] - Cameron

*It's going to rust my gun.*

[00:18:45] - Steven

*What type of crappy guns do you have...*

[00:18:47] - Cameron

*Most-*

[00:18:48] - Steven

*-on... where you're from.*

[00:18:50] - Cameron

*Yeah. Yup, let's- [group laughter] let's continue this thread of conversation. Where am [Steven: let's not] I from? Togrutan.*

[00:18:55] - Steven

*-uh- Not Orsiron.*

[00:18:57] - Cameron

*That is correct.*

[00:18:58] - Steven

*Got ittt.*

[00:18:59] - Cameron

*No.*

[00:19:01] - Steven

*The place where the Nautolans are from.*

[00:19:03] - Cameron

*Which is?*

[00:19:04] - Steven

*Nautolania.*

[00:19:05] - Hudson

*umm*

[00:19:06] - Cameron  
*Noooo.*

[00:19:07] - Steven  
*Nautolus.*

[00:19:08] - Cameron  
*No but I do like that one*

[00:19:09] - Steven  
*Atlantis.*

[00:19:10] - Cameron  
*Noo*

[00:19:11] - Nick  
Closer. [group laughter]

[00:19:13] - Hudson  
*You are getting closer.*

[00:19:16] - Steven  
Dammit... Yup.

[00:19:17] - Nick  
For the confused listeners at home the planet is called Glee Anselm.

[00:19:22] - Steven  
Yes

[00:19:23] - Nick  
It's a happy planet.

[00:19:24] - Cameron

You don't hear that! The GM says that!

[00:19:26] - Nick

The narrator booms [Steven: oh right] from the heavens Curious George style.

[00:19:29] - Laura

You don't hear god! [Cameron: yeah I know!] You're not important enough.

[00:19:34] - Nick

So as you get close to the mansion the two main double doors swing open. You see exactly what you were expecting to see. It's extremely stereotypical. A large grand staircase, the rug over the stairs you would expect to be like red crushed velvet but instead its woven reeds. But the reeds are super fine so it's still like a nice carpet and there's wings going off in either direction. He leads you back around that behind the staircase and a servant opens the door. It's very strange to see one of the local humans who are all basically Conan The Barbarian jacked and scary looking people wearing a formal imperial servant's uniform, all like slim cut and it looks like he's about to burst every single seam on this thing and he bows and pushes [background piano music] open the door and you see a long banquet hall with a very large table and there is one place sitting at the head on the far side. But as you watch you can see some Droids and one other person wearing servent gear. This one looks to be not a local. So someone that they must've brought with them setting four extra places. And he says *well make yourself at home have some-*

[00:20:47] - Hudson

grey stuff?!

[00:20:48] - Nick

It's delicious.

[00:20:49] - Hudson

All I can think of is be our guest the whole time you're describing this.

[00:20:52] - Nick



And then he turns into a giant furred monster. No. [Cameron: no!] He says *make yourself at home try some appetizers I'm going to go change into something a little more comfortable and I'll be back*. And he turns around and leaves, the large local servant is still holding the door and bowing graciously. But you see that he does not drop eye contact from you and is clearly waiting for you to enter the room.

[00:21:15] - Cameron

I enter the room and walk over the table where I assume there are white cloth napkins.

[00:21:19] - Nick

Oh yeah absolutely.

[00:21:20] - Cameron

I grab the one from one of the spots and finish cleaning my gun

[00:21:24] - Nick

Great

[00:21:25] - Steven

I'll follow her into the room keeping on my annoying her about like cleaning her gun.

[00:21:29] - Cameron

He- just keep suggesting planet names.

[00:21:31] - Steven

Yeah, that's actually what I'm doing. I keep on guessing planet names where I think the Nautolans are from.

[00:21:35] - Nick

Hit me with a couple more.

[00:21:37] - Steven

*Waterworld?*

[00:21:39] - Cameron

*Noo.*

[00:21:40] - Steven

*Head-tentacle-landia?*

[00:21:42] - Laura

*Zat is offensive.*

[00:21:42] - Cameron

[overlapping Laura] *I- I am not even going to respond to that one.*

[00:21:47] - Laura

*That is just offensive. You should stop right now.*

[00:21:50] - Steven

*The Wand Where People Don't Like Purple Mist on Their Gun?*

[00:21:53] - Laura

*So most lands?* [Cameron sighs]

[00:21:55] - Nick

So as you- as you all enter the room-

[00:21:58] - Hudson

Mos Eiseley? [group laughter]

[00:22:01] - Nick

As you- So you clean your gun using one of the tablecloths and one of the droids is a protocol droid says *Oh my*. And it takes it from you and scurries off to bring you a fresh napkin. Because now this one is gross and they can't even imagine what that would be like. Why would you do that to my perfect napkins? And off it goes.

[00:22:16] - Cameron

*Thought that was kind of the point of napkins.*

[00:22:20] - Laura

*Well for food not for weird-*

[00:22:23] - Cameron

*Did you not hear that they were serving that beast?*

[00:22:26] - Laura

*Yes, but-*

[00:22:27] - Cameron

*It is food!*

[00:22:28] - Laura

*But like... If you came in covered in fish guts and zen use the napkins to wipe away ze fish guts zat would be a little different zan if you'd used ze napkin to wipe away ze cooked fish [Cameron: cooked fish guts?] off your mouth. No, you don't eat ze guts... all the time. I do not know. I do not zink zere are fish on Ryloth. I don't think there's a whole lot of fish.*

[00:22:48] - Nick

Probably

[00:22:48] - Laura

It's mostly a desert planet. So I'm assuming very little.

[00:22:51] - Cameron

*What about land sharks?*

[00:22:53] - Laura

*I mean.... -eh- you grind zat stuff up into like a sausage zen it is different.*

[00:23:00] - Nick

So are you all sitting or are you standing near the table what are you guys doing?

[00:23:03] - Laura

[overlapping Nick] Xianna is going to sit next to the head chair. And she looks at everyone she's like *I am going to milk zis. Yes. He seems to like me. I'm going to us zis. Okie? Good.*

[00:23:16] - Hudson

*Think that's a little TMI that you're going to milk him.* [group laughter]

[00:23:19] - Laura

*Well I mean... Zabraks do seem to be mammalian. Sooo... I could but nnn- Oh Oh oh! you mean- okiee.... Maybe.* [group laughter] *We will see. We will see.*

[00:23:35] - Cameron

Karma slings her gun back around to her back and then sits in the other seat next to the head seat so that one of the boys doesn't sit there.

[00:23:42] - Steven

Yes Sabos just kind of stands in the background.

[00:23:45] - Nick

OK.

[00:23:45] - Hudson

I sit next to Serene.

[00:23:47] - Nick

Hey good job!

[00:23:48] - Hudson

I'm picking up on it.

[00:23:49] - Nick

Sabos, than you would notice first a small astromech droid you know, like R2 D2 or I5 D7 or anyway a small astromech droid with a table hat like they have in the movie on R2 rolls up and it's got a ring of drinks along the outside they're all in tumblers. You see some whiskey and you see a bunch of various like tropical looking mixed drinks and

then in the middle there are three square bowls and inside there's little diced up bits of meat with toothpicks in it. You can make a perception check about that if you want.

[00:24:24] - Steven

Sure

[00:24:25] - Nick

Because it bumps you in the back of the knees because you were the one still standing up and it's offering you stuff.

[00:24:30] - Steven

How hard is it?

[00:24:32] - Nick

Easy.

[00:24:33] - Steven

Oh wait. Actually I want [dice sounds] one of those. That would be one purple?

[00:24:36] - Nick

Yeah just one purple. [dice sounds]

[00:24:41] - Cameron

Three successes and a triumph

[00:24:41] - Steven

[overlapping Steven] Three success and- yeah one triumph.

[00:24:43] - Nick

So you notice off of that platter that this bowl is furry on the outside and with your triumph you realize this is probably like one of those dishes where they cook the meat inside of the animal they got it from. But you see that this creature was like cooked in its own juices and then prepared but it looks good.

[00:25:05] - Steven

Yeah I take a bowl and the- the glass of wh-

[00:25:07] - Nick

Oh- you take the- the whole bowl? The bowl's [Steven: yeah, just-] like- Okay.

[00:25:10] - Steven

Ah- I- Oh is it like toothpicks already in the cut up meat?-

[00:25:12] - Nick

[overlapping Steven] Yeah there's toothpicks in the stuff.

[00:25:13] - Steven

Oh, then I'll grab like a couple of toothpicks. [Nick: Okay] And a glass of whiskey.

[00:25:16] - Nick

Yeah. And with three successes and a triumph like it looks good. [Steven: Yeah] it looks like you probably don't want to think about it too much but it looks tasty.

[00:25:23] - Hudson

No [Laura: I'm-] poisoning today!

[00:25:25] - Laura

I'm sure tribbles taste fine.

[00:25:27] - Nick

So you grab.. it's-not-a...

[00:25:29] - Laura

You said a round bowl that was furry and I am immediately [Nick: no it's a square bowl!] thought- ohhh a square. Okay so they pressed a tribble. [group laughter]

[00:25:35] - Cameron

So it's a square tribble.

[00:25:36] - Laura

I imagine that if you open-

[00:25:38] - Nick

[overlapping Laura] What's the duck thing... where you squish the duck and it makes-

[00:25:40] - Laura

Oh! A- It's like literally translates to pressed [Cameron: pressed] duck.

[00:25:44] - Nick

Oh, well pressed Tribble. Great. The astromech makes its way around the table and you all see that you can roll that same perception check if you want. I'll say if you want to figure out that it's weird you can you will all notice that the bowl is furry. -umm- so it's up to you.

[00:26:01] - Steven

I just start-

[00:26:01] - Hudson

[overlapping Steven] I want to check it out. [dice sounds]

[00:26:02] - Steven

Definitely chewing on the meat.

[00:26:04] - Hudson

I definitely care

[00:26:06] - Laura

A success and two advantages.

[00:26:08] - Nick

So yeah you see that the bowl is furry and that it looks reasonably tasty and you notice that these are imperial issue toothpicks. They were not made here.

[00:26:17] - Laura

Do they have like the little gear imperial symbol on them? [Cameron gasps]

[00:26:20] - Nick

Yeah like burned in to the sides [Cameron: nicceeee]. Yeah, [Laura: I got-] very fancy

[00:26:24] - Cameron

Karma got 3 successes.

[00:26:26] - Nick

So you notice not that it was necessarily cooked in its own juices but like this is not a normal bowl. This is pretty organic.

[00:26:32] - Hudson

One advantage, a success and a triumph.

[00:26:33] - Nick

You notice all that stuff. So you know that they like obviously killed this thing. Drained it out and just cooked it in its own juices and then made it prepared so it didn't look gross. But...

[00:26:43] - Cameron

Many of us in our past lives had a culinary career.

[00:26:46] - Hudson

Apparently.

[00:26:48] - Nick

Yeah. -uh- Probably.

[00:26:50] - Cameron

Or were just foodies. We all have food blogs.

[00:26:52] - Steven

*Being a fringer I'm experienced with the cooking animals in their own juices.*

[00:26:57] - Cameron



*That makes sense, actually.*

[00:26:58] - Steven

*It does.* [Laura: hmmhmm yeah] [group laughter]

[00:27:00] - Laura

Imma say, like I'm probably okay with it. I'm sure Ryloth is mostly roasted meats. Also I'm going to take the girliest looking drink that's there and I bet it has like a weird frilly name like a Scarif sunrise or something.

[00:27:13] - Nick

Okay. Describe scarif sunrise.

[00:27:15] - Laura

Okay. A Scarif Sunrise is green on the bottom then orange and then yellow.

[00:27:25] - Nick

Does it come in a special glass. Is there a sunrise glass in the Star Wars universe.

[00:27:29] - Laura

Yeah like a champagne goblet.

[00:27:32] - Hudson

Okay

[00:27:32] - Hudson

So -um- this is probably a good time to mention that Tink had a vegan period but it was only in college to impress a girl so I know a lot about food and mostly about how- if food has animals in it or not but not about animal cooking.

[00:27:46] - Nick

Okay that's- that's important to know and I'm sure it will come up again. You have busted open the meta plot already. Good work.

[00:27:54] - Hudson

Thank you.

[00:27:56] - Nick

So around this time you guys are eatingggg... appetizers?

[00:28:01] - Multiple Speakers

Yes.

[00:28:02] - Cameron

I grabbed one toothpick and tasted it and was like OK this is all right.

[00:28:06] - Nick

Okay

[00:28:06] - Cameron

And I've just been nibbling.

[00:28:08] - Nick

So you're snacking.

[00:28:09] - Cameron

I did not grab a drink though.

[00:28:11] - Nick

Okay. The astromech droid is basically doing laps of the table. Astromechs, you guys know they're intelligent they're smart. It's not like a Roomba like this thing is just straight up like it told me to serve the room I'm serving the room [Laura: They are] They're kind of-

[00:28:26] - Laura

So murderous.

[00:28:27] - Nick

Yeah. It- It- You get a very petulant like. Obviously it is following the exact letter of whatever its instructions were and it's driving around and around this time -uh- Falx re-

enters and he's wearing an entirely different outfit. He's wearing a blue tunic with like a purplish blue over rap giant scarf poncho thing and like floaty pants

[00:28:49] - Cameron

Thats a lot of words.

[00:28:51] - Nick

Yeah well it's like a scarf but also bigger and also kind of a poncho. It's like an extra shirt

[00:28:56] - Cameron

Okay

[00:28:57] - Nick

It's very... You all would know it's very Corascent-y maybe a little Aldaran-ian thrown in. It's very high class clothes lots of extra fabric. But he walks in and says *well. Seems that you've already been enjoying my hospitality. I'd like to welcome you again to outpost 4* and he starts to walk by and the astromech runs into him and he looks at it and for just a second you see like his pleasant exterior drop and he looks a little scary. He looks a little derisive and you see him kind of shove the astromech away and it almost drops its drinks and has to drive very quickly to catch them and it beeps at him. Doo dittly doo doo doo doo. And it drives out of the room and he sits down and it's like that never happened and he looks really happy he says *So let's talk. Smuggling huh. What brings you to my humble backwater residents?*

[00:29:47] - Steven

*-uh- You did... sir.*

[00:29:49] - Nick

*Well yeah. If you're going to be nitpicky about it but I mean what brings you to Unroola Dawn?*

[00:29:55] - Steven

*I just saw the trees.*

[00:29:55] - Cameron  
*oh god* [Laura sighs] [group laughter]

[00:30:00] - Nick  
So if anyone would like to if you want to make a knowledge underworld or a knowledge core worlds?

[00:30:09] - Laura  
We'll do knowledge underworld.

[00:30:11] - Hudson  
I can underworld as well. [Steven whispers: yeah whatever]

[00:30:12] - Laura  
Difficulty?

[00:30:13] - Nick  
Average.

[00:30:14] - Cameron  
Okay I'm rolling core worlds because it's the exact same check for me so I'mma be different.

[00:30:19] - Nick  
Okay. [dice sounds]

[00:30:24] - Cameron  
Just a threat

[00:30:26] - Steven  
I'll roll underworld. [dice sounds]

[00:30:30] - Hudson  
Four successes and 2 threats.

[00:30:35] - Laura

I had one advantage.

[00:30:37] - Steven

I have two failures and an advantage

[00:30:38] - Nick

So everyone failed. [Steven: Yeah] except for Tink and we got a couple of advantages and a couple of threats in there.

[00:30:46] - Cameron

Yup

[00:30:47] - Nick

Okay so Tink you and your experience working as a underground hacker and some things like that have a pretty good sense for when people are trying to get someone to work for them or like a broker or a job-giver-outer and this guy is doing a lot of those same things you feel like having interacted with the Empire before... he wouldn't have invited you to dinner if he was on the straight and narrow. This guy's got some stuff going on and he probably wants to help in one way or another. Anybody with advantages recognizes that his outfit is Aldaraanian like it's very much an Aldaraan politicians outfit. Granted with some upgrades and very nice cloth so this is somebody who may see themselves as like a head of state kind of person. Who had threats?

[00:31:35] - Cameron

Me. [Hudson: me]

[00:31:37] - Nick

Did you succeed?

[00:31:38] - Cameron

No.

[00:31:39] - Nick

Okay

[00:31:39] - Hudson

I succeeded with threats.

[00:31:41] - Nick

Tink with your threats. So you have a feeling that this guy probably wants to work with you or to actually help you because he could see himself getting an advantage from it. But you're also getting very comfortable with that. Probably more so than you should being in the middle of an imperial outpost and then Karma you had a threat?

[00:31:57] - Cameron

Two threats.

[00:31:58] - Nick

Two threats no failures?

[00:31:59] - Cameron

It washed with two threats.

[00:32:02] - Nick

[overlapping Cameron] With two threats. Okay. So with two threats. You're just very into the ambiance right now. The architecture looks very familiar to you and your next perception check in this room you're probably going to have a black eye because you're having a lot of trouble focusing. So that's all of those. He says *So I often deal with people in your kind of situations and I may be able to help. If you could just tell me a little more about why you're here.*

[00:32:30] - Laura

*So quick question do you 'appen to 'ave a box zat you were wanting to 'ave transported? No reason.*

[00:32:37] - Nick

*Hmm. That is particularly vague. I like it. I have a lot of boxes. One might even say I specialize in moving things that the empire doesn't have strongly stated opinions about.*

[00:32:50] - Steven

*Moving things the empire does NOT have strongly stated opinions about?*

[00:32:55] - Nick

*Right, things that if I asked may not be a great idea. But they haven't ever specifically said and I get to keep my little home away from home in top shape.*

[00:33:06] - Steven

*I see.*

[00:33:07] - Hudson

*You might be able to help us then. So... we are having to move an item. So [Cameron: yes] I feel very comfortable with him so I say *does the word Centennial mean anything to you?* [group laughter]*

[00:33:22] - Nick

*You say Centennial and he's already- So he had a space martini and he downed that one during the first part. He's halfway through his second when you say that and he does a spit take -spit noise- *centennial? No. You've-**

[00:33:37] - Cameron

*Sentinel?*

[00:33:39] - Nick

*Oh Sentinel. I was a little wrong about the smuggling thing. I am a little embarrassed you let me keep going with that for so long. But if you're moving something for Sentinel yeah I've got something he told me to go ahead and get. Do you know where you're bringing it?*

[00:33:56] - Cameron

*No.*

[00:33:58] - Laura

*-Um- Zere was an issue at ze meeting. We did not get all of ze information also. Is ze drink droid coming back?*

[00:34:07] - Nick

*Yeah I can make that happen.* And he snaps his fingers and the droid you hear really angry astromech tootling from behind the closed door. And as soon as it bumps into the door and the door swings open it turns into just like very low muted grumbling and it comes back around with a fresh thing of- of drinks. They were originally just around the outside of the platter. Now it fills the whole platter.

[00:34:29] - Laura

I definitely take a new one but my empty glass on top of it. And then I say *zank you*. And I boop the astromech just a little bit- just like a little -boop-. I'm like *zank you*.

[00:34:41] - Nick

The front panel on it opens up and one of those little shock arc welders comes out. - zzzap- and you hear -doo doo doo doo doo- and [Laura: *'ow rude*] Falx snaps his fingers and pulls out a remote with a button on it says don't make me do this and it like goes -bRRRbrrrr- and drives away and makes jingle bell noises. It is not the nicest of droids but you have another drink. *So now that we're all further supplied with libations where are you taking this thing. It's a pretty weird artifact.*

[00:35:13] - Laura

*Again when we do not know.*

[00:35:15] - Nick

*Oh yes*

[00:35:16] - Laura

*we are... winging it.*

[00:35:18] - Nick

*Probably a good choice, Sentinel tends to -uh- bring stuff only with half the information involved. You should have seen what I had to do to get this thing.*

[00:35:27] - Cameron

*You had to get it from Sentinel as well?*



[00:35:29] - Nick

*No, Sentinel's- I thought was the guy who sent you h- Is he not? And you see him like start reaching under the table.*

[00:35:36] - Laura

*No no no. He was.*

[00:35:38] - Nick

*Oh okay.*

[00:35:39] - Cameron

*[overlapping Nick] Just the way- Sorry just the way you phrased that sounded like the things I had to do to go through to get this. Because of the way Sentinel's set stuff up it just sounded like he had also sent you to go get it.*

[00:35:49] - Nick

*Yeah that's what happened.*

[00:35:51] - Cameron

*Okay that's what I was asking, sorry.*

[00:35:53] - Nick

*[Overlapping Cameron] Yes. He sent me to go get it and I didn't know a lot about what was going on. I still don't but if you're picking it up that means he probably sent you with some goods for trade and a bunch of credits right? He looks like very happy. He's leaning back in his chair.*

[00:36:07] - Cameron

*I'm sure if we have anything your troopers will find it on our ship. We did take HIS ship. So any- there are cargo boxes on there right?*

[00:36:19] - Laura

And Xianna is kind of like- gives a glance at Karma, of like "you don't tell them we don't have money, you always lie about having money" kind of a look and then like turns back to Falx.

[00:36:34] - Cameron

If Karma could she would raise an eyebrow at Xianna but I don't think she has eyebrows.

[00:36:39] - Laura

And then once- I guess-

[00:36:41] - Cameron

So her eye triangle shifts slightly on one side.

[00:36:43] - Laura

[overlapping Cameron] -Um- either a charmer or deception to look at me like *oh no no no. We 'ave- we 'ave stuff... to trade. We have zings. I'm- I'm sure. Yes, we do.*

[00:36:54] - Nick

All right. Yeah you can roll a....

[00:36:56] - Laura

Yeah would that be-

[00:36:56] - Nick

Whichever one

[00:36:57] - Laura

Charm or deception?

[00:36:59] - Nick

He likes you so you could use either.

[00:37:00] - Laura

Okay. Imma do deception, it's a higher....

[00:37:02] - Nick

Okay. It will be two purples and flip me another Darkside point to make one of those- so it will be two purples and a red with the flip. [dice sounds]

[00:37:11] - Laura

Two advantages!

[00:37:15] - Nick

Mmm yeah. Anyway particularly you would like to spend those advantages?

[00:37:21] - Laura

-ummm- So even- I'm assuming he's going to know that I'm- I'm lying. But I would like him to still like me and maybe have him give have there be an implication that even though we don't have anything we are willing to work something out.

[00:37:38] - Nick

But the implication...

[00:37:38] - Laura

There's an implication and Xianna is fine with however he takes that implication. [group laughter] [Cameron: oh goodness]

[00:37:47] - Nick

Okay so he- he kind of leans forward in his chair his smirk drops a little and he's sets his now empty martini glass on the ground. The protocol droid walks out with a decanter of space martini and pours it for him and then shuffles away. There's- it- so this takes about two minutes because those things walk really slow and he says nothing during that time. So it's just a very awkward long pause. And he takes a sip and he says *well you weren't kidding when things got out of hand. This is highly irregular. I think we can work something out. I've- I've got some people I need tracked down and from-*

[00:38:29] - Cameron

Karma perks up a little bit.

[00:38:31] - Nick

He notices that says *the way you all have responded I think some of you may have some skills to help with that... so I'll still give you the Stonebreaker, by the way it's called the Stonebreaker, if you will go and get some deserters out of the jungle. Because I sent some people to go find them and they never reported back.*

[00:38:55] - Cameron

*How many deserters?*

[00:38:56] - Nick

*Two.*

[00:38:57] - Cameron

*How long have they been out?*

[00:38:58] - Nick

*About two weeks. But they can't have gotten far.*

[00:39:02] - Steven

*Do you care if they come back alive?*

[00:39:05] - Nick

*Not particularly.*

[00:39:06] - Steven

*Excellent.*

[00:39:07] - Nick

*I just need them identifiable, examples, you know.*

[00:39:10] - Hudson

*What if we find a group that's similar to them but not the same people but maybe even better.*

[00:39:16] - Cameron

*Tink, that is not [Laura: i do-] how bounty hunting works.*

[00:39:18] - Laura

*Zat is not 'ow it works.*

[00:39:20] - Hudson

*I'll- [Cameron: how many-] I'll be honest I'm not as experienced in bount- in bounty hunting as these [someone loudly sighs] people.*

[00:39:24] - Cameron

[overlapping Hudson] *How many people did you send out after them?*

[00:39:27] - Nick

*5. Just a small platoon.* At Tink's suggestion he like stands up and starts pacing back and forth at the head of the table saying *two people, but better but not the same people. Interesting. Interesting.*

[00:39:39] - Laura

Xianna [group laughter] like immediately like puts her like finger over Tink's mouth, like *Tink. -shhhhh- Do not talk anymore pleaseeee.*

[00:39:50] - Hudson

I crumple my face but don't say anything

[00:39:53] - Laura

or over his little translater thing because he doesn't have a mouth... visible. He has one, but...

[00:39:58] - Cameron

Probably

[00:39:59] - Nick

And he leans over puts his elbows on the back of his chair and says *well there's -uh- while that's an interesting proposition. I think in this case I'm going to need the actual*

*ones. But you keep in touch big guy, I like the way your brain works. At least I assume you have a brain.*

[00:40:16] - Hudson

*Yeah I got a brain, I like yours as well.*

[00:40:18] - Nick

*Thanks. He winks at you and around this time the Imperial and the local servant come in with some big trays of food. It all looks like it was cooked over a spit over an open fire it's like turkey legs and big roasts and like charred vegetables and things but all the food looks mildly off putting like the turkey legs maybe have one little, little legs still stuck to it that they didn't clean off like on a shrimp when they don't quite clean it all, [Cameron: - hmmm] or the roast is by all intents and purposes upside down the way it shaped. Like the leg work backwards just things are slightly weird. The flora and fauna here, not great. All of the vegetables have thorns on them which is why they charge it so it could come off but you like you can see every once while there's so like a spine that you're going to have to peel off. But the food if you eat it is delicious. It's very good.*

[00:41:11] - Steven

*I eat the food. I also inquire what that amazing appetizer was.*

[00:41:16] - Nick

*Oh that- that's -uh-... over here we just call them monkey bugs.*

[00:41:20] - Steven

*Cool*

[00:41:20] - Laura

*Okie.*

[00:41:20] - Nick

*Yeah. In the jungle you might see some of them. They're -uh-... adorable little critters.*

[00:41:26] - Steven

*I look forward to trying to make some myself.*

[00:41:28] - Nick

So yeah. So you pass through the rest of the meal just with pleasantries. He flirts with Xiana a decent amount but as far as you can tell he also flirts with Tink and he starts to flirt with karma and then I'm assuming that she shuts that down pretty hard.

[00:41:44] - Cameron

Yeah....She answers very politely whenever he tries to engage in conversation but then will just turn back to Sabos and just keep saying no to planet names. [group laughter]

[00:41:58] - Nick

So he gives up on that pretty- pretty quickly. You learn from him he's been here for like 3 or 4 years at this point. He likes to be kind of the middle man with a lot of stuff- Nothing that's hyper illegal but stuff that is kind of frowned upon because no one gives a crap about his little backwater station. He figures he'll do what he can since his career is kind of dead ended and after the meal and everything is delicious and you're full and he's sipping on a snifter of dessert martini and there's been plenty of drinks around he says *well you won't be able to set out at night. I'll -uh- put you up in the guest corridors next to mine and -uh- there's a separate building for you and I'll have you meet up with Mills tomorrow. He'll set up the expedition for you. He'll- he'll be your guide* and he like makes a note on a data pad that he pulls out of a pocket under the table says so just when you wake up in the morning go find him in the square and I'll have you escorted to the guest quarters and he stands up and leaves with a flourish of his cape scarf and the protocol droid from before walks in holding a clean napkin. This one looks very freshly laundered. He says Well if you'll come with me I'll show you to the guest quarters and he heads out the front door with that and -shhgg shhggg shhgg shhg shhhgg- super slow pace. It's like getting stuck behind someone in a hallway that's not walking as fast as you would want. It's annoying.

[00:43:24] - Laura

Ahhhh

[00:43:24] - Cameron

I follow.

[00:43:27] - Laura

I mean, yeah, we follow. But it's just the annoying of like "eeehhhhhh"

[00:43:29] - Cameron

Tink's having to take really small steps.

[00:43:34] - Hudson

Yeah I don't like this pace.

[00:43:36] - Steven

I just take small footsteps and be like okay this's cool.

[00:43:40] - Nick

So the building that they're leading you to is shorter than most of the other ones. And it's behind some of the taller buildings from where you were staying before so you didn't see it, if you guys could make me a knowledge either lore, education, or core worlds check?

[00:43:57] - Cameron

Difficulty?

[00:43:58] - Nick

Easy. [dice sounds]

[00:44:02] - Laura

One success, two advantages. [dice sounds]

[00:44:08] - Cameron

Two successes and a threat. [dice sounds]

[00:44:13] - Hudson

Oh my... three successes and two advantages. [dice sounds]

[00:44:25] - Steven

[Cameron snickers] A triumph, a succe- triumph and a failure.



[00:44:29] - Cameron

Yup, just a triumph.

[00:44:30] - Steven

So just a triumph [Nick: triumph].

[00:44:31] - Laura

Yeah.

[00:44:32] - Steven

Huh-huh-huh.

[00:44:33] - Nick

So you all recognize this while everyone who passed recognizes this as a- uh-this is a prefab garden shed. This is not fancy at all. They called it the guest quarters but you can tell this is basically the Star Wars equivalent of that like plastic shed you can get at Wal-Mart so it's made out of concrete, preassembled, a droid probably put it together in an afternoon. But with all of your advantages as you open it it's actually quite nice on the inside. It doesn't have any electricity or water but it doesn't have cots like it was originally going to have. It has like really nice bunk beds with not prefab mattresses so something that the locals put together and seated in the middle of the room is a large like... heater... lamp. It's basically like an electric campfire and it's really pleasant and it's a nice temperature and it glows nicely and as you open the door the sun begins to set below the trees behind you and you have a moment of peace. As the shuffling of the droid fades back into the distance you hear the- the shut of the door, the troops that have been marching around and doing drills in the square all head off towards their barracks and you can hear like things settling down for the night. It's a weird moment of peace and you all realize that this is the first real pause you've had since you all received those communications a few days ago. Even when you were on the ship it was like tensing up for the unknown or being unconscious after being drunk for some of you. And this is a quiet down moment before the next thing and you finally have some answers of what you're doing. And it's nice. So...

[00:46:16] - Laura

Xianna immediately yells *top bunk! I got the top bunk!*

[00:46:21] - Hudson

I get bottom bunk. And how much do I hang off the bed? [Laura laughs] Is this a double? Is this double long twin?

[00:46:27] - Nick

[overlapping Hudson] How- how tall how tall are you?

[00:46:30] - Hudson

I am [Nick: like seven feet ish?] [Laura: he is-] [Cameron: seven feet], yes seven feet.

[00:46:32] - Laura

He is two something metres so...

[00:46:35] - Nick

So it's that awkward length where if you have your head all the way up to the top you're like mid-calf down hangs off the back. So it's not even enough that your knees can bend. Yeah. So you have a- a moment of quiet and you all realise that you don't actually know much about each other.

[00:46:53] - Hudson

I know enough about everyone. Y'all go ahead.

[00:46:55] - Cameron

Can I make a perception check of the shed? [dice sounds]

[00:46:58] - Nick

Sure

[00:46:59] - Cameron

To try to see if there's any recording equipment of any kind.

[00:47:02] - Nick

Sure you can.

[00:47:03] - Cameron

Like microphones? What would the difficulty be? [dice sounds]

[00:47:07] - Nick

You noticed that the shed is like really stripped down. So even with the nicer furnishings and everything the walls are bare concrete so it's easy. [dice sounds]

[00:47:19] - Cameron

A success and two advantages.

[00:47:21] - Nick

Yeah so you do a quick sweep you don't really find anything. The walls are pretty much bare there's not really anywhere anyone would even be able to hide a bug. So you're pretty sure this room is clear. So as people bed down for the evening and you have a nice moment of peace that's where we'll end it for this episode.

[00:47:40] - Nick

Episode 3- BADAAAAA

[00:47:42] - Multiple Speakers

DAAAAAAAAAAAA

[00:47:45] - Cameron

Thanks for listening to Tabletop Squadron. If you enjoyed our show PLEASE CONSIDER logging in to iTunes and giving us 5star you Viser of views will help listeners to find the show.

[00:47:57]

Xianna'fan is played by Laura Penrod. She can be found on Twitter at Cheerio\_buffet.

[00:48:03]

Tink is played by Hudson Jameson and he can be found on Twitter at HudsonJameson.

[00:48:08]

Karma Nailo is played by me, Cameron Robertson. You can find me on Twitter at MidnightMusic13.

[00:48:15]

Sabos Niks was played by Steven Schroeder. He does not exist on the internet.

[00:48:20]

Our game master is Nick Robertson and you can find him on Twitter at alias58.

[00:48:26]

Our intro song is Space Jam by Pablo Ribot. Additional music by James Gunter.

[00:48:32]

Follow the podcast on Twitter and Instagram at tabletop\_squad. For real we're real people and we want to talk to anyone who listens to the show.

[00:48:41]

Reach out. See you next time.