

Hi folks! Welcome to the final episode of Follow the Leader's third story! In this episode we continued our game of Fiasco, by Jason Morningstar, using the Into the Void playset by Gremlin Legions. If you're here and you haven't listened to the other three episodes, you might wanna go back and do that first, or skim the episode summaries. The players in this episode were Mab, Jade, Alix, Sam, and Han. (Direct quotes from the players are highlighted in their colors.)

As a quick note, Mab's audio is a little weird in this episode. There is some discussion of gun violence and trauma.

In the last episode, things started to go south as we added in elements from the Tilt. All the characters have super entangled relationships for each other; most importantly, Kari is sleeping with Evander, Ara doesn't trust anyone, and Davey has no idea what is going on at any given point -- if only because no one tells him. Lots of shenanigans and drama ensued, dice were awarded, and now we come to the conclusion of our game.

Second Half of the Game (02:12)

We have three scenes left before we get to the Aftermath, where we calculate our final score and narrate out outcomes.

The episode starts with the official conclusion of the last scene and some discussion of how to set up the next scene from there. Kari and Jo come running at the sound of Davey's yelling, as they were too far away to hear the gunshot. (Jade: "Kari's known Davey long enough to know the difference between 'I'm having a dramatic moment' and genuine panic.") Davey backs into the hall, away from Evander. Jo is the first to arrive on the scene. Han takes a negative dice as the outcome for that scene.

EIGHTEENTH SCENE: Davey's Scene, with everyone (04:14)

"I honestly don't know who is trusting who, or what is going on here... There's a lot more drama on this ship than I was aware of!" -- Mab

Mab establishes the scene as a continuation of Han's. (Mab: "We'll just keep going in the direction we were going -- which was poorly.") Jo takes one look at the situation, and immediately turns on Evander, demanding to know what happened. Kari arrives shortly after, and there is a lot of frantic back and forth between Ara and Evander as they each try to prove themselves to Kari. Evander asks everyone to calm down, and Ara tries to keep mentioning that Evander shot him. (Ara: "We need this money -- Davey needs this money." Kari, over Davey's confusion: "Don't fucking bring Davey into this.")

Jo steps in and pulls Davey out into the hall to "let the adults talk." It is also confirmed that Davey keeps the taser (while on safety mode) in his back pocket.

Eventually, Evander puts up his hands, stressing that he didn't want to have to shoot anybody in general, and that it was unfortunate circumstances that lead him to shooting Ara. He tells Kari that he wants to stick to the plan. Tired, Kari turns to Ara because he thought they were just going to stick to the plan. Ara's comeback is that "I didn't think the plan included fucking the narc."

Ara reiterates that he had no other choice, and that while Kari thinks that he can trust Evander, this just goes to show that Evander cannot be trusted. Jo follows up with, "from where we're standing, we can't trust you." Davey is just very confused.

Mab is awarded with a Positive die. A calm has been reached (of sorts).

NINETEENTH SCENE: Kari's Scene, with Evander (10:34)

"Well, this is kind of a clusterfuck. And not the fun kind." -- Jade

Jade establishes the scene, with Kari pulling Evander away from the med bay and into the cockpit for "a conversation". (both Sam & Mab: "A CONVERSATION"). Kari apologizes for the way things turned out, and on behalf of Ara, but Evander waves it off, saying that there was no way Kari could have known. Evander tries to explain himself, but is unable to find the words. Kari seems to understand all the same.

Despite everything that just happened, Evander volunteers to fence the space weed, as Jo is out of the deal. (In the background of someone's recording, there is the sound of a police siren. Han: "The weed police are here, fuck!")

Kari pushes Evander against the door and kisses him. Jade is awarded a Positive die.

TWENTIETH SCENE: Ara's Scene, with Davey (13:35)

"It's cold in here..." -- Alix

Alix decides to resolve the scene, so the scene is set up with Ara still in the med bay, a few days after the whole incident, and Davey comes to visit him. It is also confirmed that Davey has absolutely zero idea what is happening, and no one has explained the weed deal to him.

Davey enters the med bay with food for Ara, offering to help with Ara's injured leg. Ara says that it's not necessary, because Evander managed to get it taken care of. (Ara: "Despite everything, Evander is a good doctor.") Ara asks if, instead, Davey could stay with him for a little while, so Davey comes and sits shoulder to shoulder with him.

Ara admits to having made a lot of mistakes, which Davey says seems to be a trend on this ship. Ara says he was just trying to make sure everything okay. This prompts Davey to ask what Kari's role in all of this was, and Ara mentions that he and Kari had a secret, Kari told that secret to Evander, and that hurt Ara's trust. Davey wonders why Ara is convinced that Evander would turn him in, and Ara thinks that there is the possibility -- but either way, things won't end well for him. (Ara: "Nothing good is going to happen to me.") Davey presses again, because he doesn't understand why Evander would turn in Ara, and Ara says that what they were doing was very illegal. (Ara: "You understand -- you used to be the personification of Law." Davey: "Ah, well... see where that got the rest of my family.")

Ara thanks Davey for sitting with him, and Davey gives a little laugh, and says, "That's what I'm here for, right? To be of assistance to anyone who needs it." As the last die is wild, Alix takes a Positive die for that scene, as there does seem to be a little note of hope from Davey's words.

The Aftermath (19:22)

"After we do our math, then we can do the aftermath." -- Sam

Just like in the Tilt, everyone takes their dice and rolls to get their results. Add up the positive and negative dice, then subtract the lower from the higher number. This is your final result.

Negative results are generally physical, and "positive" results are generally social, mental, or emotional. The further you are from zero for your final result, the happier the ending -- of either dice color.

Everyone takes a few minutes to figure out their results because we're bad at math.

Score Results (23:15)

Sam: Black 1 - Horrible. You are probably dead. Other people, probably innocent people, are as well. There is no justice, there is no mercy, everything is utterly, painfully screwed and it is all -- all of it -- your fault.

Han: Black 8 - Nothing to write home about. Back to where you started. Maybe sore and broke, just like yesterday and tomorrow. You probably learned something though, like how to do it right next time. Next time...

Mab: White 3 - Grim. The stress and trauma from your little adventure are going to haunt you forever - bits of your soul are destroyed and you are missing a piece or two. In a few years children are going to cry when you get too close. All your plans have ended in complete ruin.

Jade: White 10 - Not too shabby. You've made it out with dignity intact, through some fluke. There might even be a little profit, or self respect, or something. Time to throw a little party for all your friends.

Alix: Black 5 - Rough. You are getting whipped like a rented mule, for starters, and you will remember this episode for all your diminished days. The lesson you learn will be profound, lingering, and painful.

Character Conclusions (25:30)

The final scenes are supposed to be played out turn by turn in a montage: Each player takes one of their die and presents it as "This is (character), (doing something)," going until you run out of dice.

To make things easier, the complete conclusion for each character is presented below, instead of alternating between each person.

Sam: "This is Jo, as he gets off the ship. He gives Evander a kiss -- probably in front of Kari. "I need to deal with some stuff, but I'll be back -- trust me." At this point, he's uncertain if the deal is even still on, because Evander had said "stick to the plan". So he does. He goes to meet with his dealer, to tell him that the contraband was confiscated by the feds. This results in him getting tied up with the drug market on a larger scale. In the end, while at one of these deals, no one notices the laser from a sniper rifle. Jo goes down. Evander doesn't even know that he took the killing shot."

Han: "This is Evander, leaving the ship with everyone but Ara when it pulls into port. The feds swarm the ship, finding Ara in the med bay with the weed. A series of shots shows Evander doing the job he came here to do -- taking down a series of criminals. Eventually, he leaves the planet when he's done, and never comes back. He continues to do what he does best until, eventually, he retires. It's not a bad life, but he doesn't make any lasting connections."

Mab: "This is Davey, quieter, more subdued. He left for space on the tail end of his family being brutally murdered, thinking that he could put it all behind him. It's not working. He doesn't go for the modeling gig, because the idea of cameras in his face -- of people prying into his private life... it no longer sounds appealing. He spends a decent amount of time at home, not interacting with anyone, not opening open to Kari. Every so often, he'll wake up in a cold sweat from nightmares that someone is going to come and find him. Even after being reassured that

no one would care enough to come after him. Finally, months or years later, he starts trying to pull himself up. He starts taking online classes, finding ways to better himself, even if there are several restarts. The last shot finds him talking to Kari, to decide what to do about the taser (sell it, chuck it off a bridge, etc), and making the effort to put his life back in order.”

Jade: “This is Kari, a shot of him hugging Evander as they get off the ship, and looking fond. Kari knows people on this planet, so he takes Davey, and goes to find somewhere for them to live, and a job for himself. He ends up working in a diner, and is completely within his element -- chatting and flirting with the customers. But his concern for Davey, who barely eats and never talks, is growing. He’s torn between worrying about Davey and being a glorified babysitter. At one point, he tries to visit Ara, just to apologize, that he didn’t know how everything was going to play out, but still angry at Ara’s actions. Later, years later, after Davey is on his own two feet again, Kari takes his savings and buys a small ship. He heads off-world, towards the Atlantis Colonies. The final shot is him entering a bar, sliding up on a stool besides Evander, and ordering him a drink.”

Alix: “This is Ara, in jail. His leg never full heals properly, and he’s forced to do hard labor. There’s shots of him receiving letters -- the first, noting that he’s been retroactively stripped of any military honors, the second, from Davey, and Ara is uncertain if he wants to crumble it up or keep it. At Kari’s visit, Ara starts a fight in the visitation room with all of his pent-up frustration coming to boil. His sentences gets extended. Again and again, one thing leading to another. He never gets to lead a truly free life, or ever get off planet. There are moments of joy, but Ara is continuously haunted by how bad it all went.”

END EPISODE