

Hi folks! Welcome to the second part of Follow the Leader's fourth game! In this episode we continue our game of The Sundered Land, a game (or, more specifically, a series of minigames) by D. Vincent Baker. If you're here and you haven't listened to that episode, you might wanna go back and do that first, or [skim the episode summary](#). The players in this episode were Kales, Jade, Alix, and Dora. (Direct quotes from the players are highlighted in their color.)

In the previous episode, we established our characters (Sable, a former acolyte of a minor god; Yvaine and Tala, siblings who have been on the road all their lives; and Marius, one of the Mages of Anukar who has escaped from their previous home with a tome of knowledge) and played two of the games (A Doomed Pilgrim in the Ruins of the Future, following Marius's quest for safety after their leaving Anukar; and Night Watch, where the four characters traded stories of their past.)

Please note that this episode contains mentions of violence and body horror throughout the game we play (Caravan Guards.)

THIRD GAME (2:00)

To begin the Caravan Guards minigame, one of the players assumes the role of the Hazard Player, whose goal is to ransack the caravan and steal what its people are guarding. Dora says they'll be the first Hazard Player, as Marius is too tired and beat-up to be much use. The Caravan Guard game includes a list of descriptors to pick from to aid in character creation, as did the Doomed Pilgrim game we played in the previous episode. Sable is a war veteran, battle-scarred, dedicated to fallen gods. Yvaine is also dedicated to fallen gods (but from a more theological perspective), and a child of blasphemy. Tala is *also* the child of blasphemy (Kales: "Fambly!") and the outranger and scout. Jade and Alix wonder if Yvaine and Tala are children of two people of opposing religious orders, or of parents who rejected the tenants of their religion, or if they're children of a god. "We don't know, though."

We decide our caravan is headed to the City of Gulls (named in the text) which is a coastal city where there are huge seagulls nesting atop rock formations. There's a rumor that a settlement-- a real one-- is there. The Hazard Player establishes where the characters are and what they're doing, and never attacks without warning. The players ask questions of the hazard player, who responds with whatever the characters would know or see.

(8:25) The group is about half a day's walk from the campsite where Marius arrived, with Tala on lookout. They notice relatively fresh tracks in the moss, belonging to a bipedal creature that is definitely not human. "Sable...!!!" "I see it, I see it." They've seen this before, and it did not end well. Tala takes their staff and gets in front of Yvaine, who picks up a big rock from the ground. The tracks are headed in the same direction that the group is, meaning they're not going to be able to avoid a confrontation. Yvaine asks if they should try to go quietly to avoid whatever they're heading for. Tala points out they're going to come upon it anyway, since there's nowhere for it-- or them-- to hide. There's a low hissing sound, so low it's on the edge of

the group's hearing, that reverberates through the forest. "I don't like this..." Yvaine says to make sure that they take care of Marius.

The creature, whatever it is, is somewhere around seven feet tall. That's not much taller than Tala, though. Yvaine asks if they could try to talk to the creature, which Sable says they shouldn't count on. "I mean, it's worth a shot, right?" "Everything's worth a shot, I wouldn't count on it."

Yvaine begins trying to talk to the monster, which they still cannot see, asking if they might pass. "Hungry... Hungry..." This is not good. Yvaine, however, reaches into her pack and pulls out a pear. She rolls it at the forest, looking up at Tala and Yvaine. Alix rolls 2d6 for a move that might bring Yvaine into danger. They roll an 11, meaning they may overreach, but also succeed at what they're trying to accomplish, and gain an advantage. There's a confused grunt from the forest and the sound of it trying to figure out what's going on, and Yvaine beckons for the others to inch by. "Still hungry..." Yvaine pulls out more pears and rolls them in the same direction. The head of the creature pokes from the foliage-- "You know the velociraptors from Jurassic Park?" That's what it looks like-- and it snaps up the pears. Alix makes another roll, with Dora grants a plus one and rolls a 12. The creature makes no move to follow the group, and they pass safely; the creature isn't necessarily sated by three pears, but it's never had pears before, and so it's happy. Sable drops a hand on Yvaine's shoulder. "I can't believe that worked." "Well, that was all of my pears, so." Tala picks Yvaine up and whisper-yells about how smart she is. "Put me down!" "But you weigh like, nothing."

(17:45)

When you play Caravan Guards multiple times, you swap Hazard Players for each hazard. Kales takes the reins this time, and sets the stage.

The group is still traveling through the forest, in the golden twilight that comes in the hour before dusk. Marius is walking on their own, wounds bandaged and far more alert. The group has moved from under deciduous trees to under coniferous trees, and in the silence they can hear the sounds of someone moving when the group isn't. Though it's not as dark as it may have been under leafy trees¹, Marius still conjures a light to try and see who may be walking with them. When their light comes on, there's a hissing sound from the forest. "Oops." Marius puts the light out immediately. Yvaine asks how Marius made the light, and if they can show her how. "Later, later!" They decide to continue, since Tala doesn't want to be under these trees when it's completely dark. Yvaine points out their last hazard went fine. "You said you were out of pears, though."

Whatever is moving near them sounds very close, and it is difficult to tell whether or not it's one thing or multiple. Yvaine tries to find another rock, but picks up a stick instead. Marius tries to cast a spell that will make the group move even more quietly. Dora rolls 2d6, and Kales gives them a plus one to the roll. Dora rolls an 11, so as their steps quiet they can better hear that

¹ This may turn out to be incorrect, but Kales knows very little about forests.

whatever is stepping when they aren't is somewhat in front of them and to one side, and steps "like a person who's limping," with irregular steps. The group starts to arc around the sound of the creature, Tala putting herself in between the others and whatever the creature may be.

[WARNING: Graphic descriptions of the hazard, a horrific monster, are in the following paragraph. If you're alright reading that, highlight the colored text to view.]

[REDACTED]

[END WARNING. No further descriptions of the monster, referred to as a wight, will be made.]

Tala steps just ahead of the wight and puts their staff up to bar the wight's path, telling the group to run. Jade rolls, and rolls a 5. On a 2-5, things may go horribly wrong, but you get one chance to describe how you get help or hold it together on your own. The group then votes, thumbs up or thumbs down. If the thumbs down win, you describe how you're hurt, thrown, killed, seized, or laid low. If it's still possible to accomplish what you hoped, then you do, and the Hazard Player says the rest.

Tala only wants to stop the wight from going after the others, and bring its attention to them. "My sister is more important than me. If I fall, it will go after her." Tala stands their ground. Everyone votes-- Alix and Kales vote thumbs up, and Dora votes thumbs down, because there's no way that Tala isn't going to get hurt. "There's no way Yvaine is going to leave Tala behind." The wight is no longer paying attention to the rest of the group, so Tala did achieve what they wanted, but they blink and the wight is on them.

Yvaine tries to grab the wight and pull it off. "That's a ROLL. That's a roll." Alix rolls a 6, which is better than a 5. A 6-8 may reveal something, in that the other players may give insight into what's happening, and the Hazard Player says whether or not they're right. Either way, Yvaine accomplishes what she wants. Dora says that Yvaine trying to drag the wight away reveals how "squishy" it may be. Alix points out that it could just be strong but light, and Jade says that this will show that there is something to grab on to at all, for all the wight looks the way it does. Yvaine indeed discovers that the wight is way lighter than it appears to be, and she lets go of it in surprise. "I just think this is funny-- I think it bounces?"

Marius conjures another light to try and menace the creature. Kales decides that since Marius knows that light hurts the wights, that they don't need to roll to succeed on the light, but they will roll to see what the creature does. On a 2-5, the creature will run for the group; on a 6-8 it just

cowers, and on a 9-12 it'll run away. Dora rolls a 5, but since the wight is scared, it runs forward and knocks Marius over, with no real intent to attack.

Tala gets their bo staff between Marius and the wight and tries to use their weight and the staff as a pivot to flick the wight as far away as they can. Kales gives them a plus one since the wight is somewhat blinded. Jade rolls an 8, which means the others give insights. Jade thinks the wight leaves some kind of residue on Tala's staff. Alix thinks the wight screams and it's painful to hear. The wight goes far enough away that it needs a moment to rise, so Tala shuffles everyone up and urges them to run. The monster doesn't scream, but it does leave residue on Tala's staff.

[There's a solid amount of discussion of wounds from 38:40 to 40:20.]

The group suddenly bursts from the forest. Tala's cowl is starting to turn red from the wounds they received from the wight. "Ooh. That's not good." The group sees open skies, somewhat unfamiliar, and they crest a hill to see "more water than I think we've seen in such a long time." On the shore of the water is a beach of volcanic sand, and ruined stone buildings and movement around them. Someone starts to rebuild a building in front of our eyes. "And you see the gulls." The sound of the gulls sounds better than what we've heard before, because it sounds almost normal.