

Welcome to the second episode of the seventh game of Follow the Leader! In this episode we continue our game of The Quiet Year, by Avery Alder. If you're here and you haven't listened to the first episode, you might want to go back, or skim the episode summary. The players in this episode are Sam, Alix, Kales, and Dora. (Direct quotes from the players are highlighted in their colors.)

SUMMER (2:15)

FIRST WEEK

The card offers a choice between introducing a mystery and saying an unattended situation gets problematic and scary. Alix tells us that the very large crab comes out of the ocean, and all the little shellfish climb onto the crab's back and they all go into the ocean, and we no longer have an abundance of shellfish. "Daddy crab is here!" "I'm taking a point of contempt on that one. The crab is not daddy."

Dora's crystal project finishes. If we split the light-rocks in a certain way, they become very explosive, and we now also have an abundance of explosions.

Alix says we discover something new. "So someone does actually try to fuck a mermaid." But the mermaids tell us they won't take new lovers because they're all broken-hearted people who threw themselves into the ocean and turned into mermaids.

SECOND WEEK (5:45)

The card says we've either found a cache of supplies or we've left a scarcity unaddressed too long. Kales tells us that we're going to turn the metal from the tank into some big lightning rods to try and get some electricity, which is going to be a three-week project.

"I have an action I get to take, which means I get to do more shit, I guess."

Kales says we discover something new, and in the tunnel we find another tank. "And that looks like the Doodle Jump guy."

THIRD WEEK (8:55)

The card tells us that someone tries to take control of the community by force or someone tries to put their ideas in motion. Dora tells us that a cat comes in with a whole group of cats to try and take the community by force, but they don't succeed. "Cats want to subjugate humans, as we have learned from how I'm at my cats' beck and call."

Sam's religious studies project finishes. Among the art of the mermaids, there's a history of how the apocalypse came to be, and that the well of magic is connected by a tunnel to the temple.

Dora also says we discover something new. We hear one of the cats talking to someone in the forest, and “it’s just this very tall boy, with very long limbs, and no face.”

FOURTH WEEK (12:15)

The card tells us that a project finishes early, or we start a new project with the weather being as lovely as it is. Sam decides we start a new project, to investigate the weird maybe-glowing plants in the temple. “A lot of things in the temple glow. I’m retconning that in.”

For his action, Sam says we hold a discussion about whether or not the water in the well is dangerous, if we should investigate it or leave it alone.

- Alix: “I don’t trust this water, I think we should leave it alone.”
- Kales: “It’s shiiiiiiiny. And the glowing rocks didn’t do us any harm, why would the water?”
- Dora: “That water is very pretty and would look good in a vase in my house.”
- Sam: “I think that because the water caused the rocks to also explode, I don’t know that I feel safe ingesting it, and I’m a little bit worried about it.”

Sam takes contempt for Dora continuing to be That One Guy.

FIFTH WEEK (15:23)

The card tells us that things go bad-- either a project fails or something goes wrong and supplies are ruined. Alix considers ruining a project, but decides instead that the rockdust stops exploding and is no longer an effective weapon. “Someone’s trying to use it against a seagull and they just get eaten.”

The lightning rod project finishes-- we have some now. Now we just have to wait for a storm to see if they work. Dora tells us that it’s lucky Alix chose not to ruin the mountain project, as it turns out the mountains are just a mirage.

Alix says we start a project to recruit the tall boy to fight things for us. “I will do this for you, but only if you bring me a large amount of treasure.” (He speaks in sign language, since he has no mouth.) It’ll be a five week project to find him some treasure.

SIXTH WEEK (18:53)

The card offers a choice between someone new arriving or someone leaving. Kales tells us someone new arrives. No one can exactly describe what they look like, though everyone can say with definite certainty that they’re a person, and they don’t know who they are or how they came to be here.

Kales starts a new project to study the temple itself some more, which is a very tiny project of two weeks.

SEVENTH WEEK (21:20)

The card offers a choice between a contingent who demands to be heard or a contingent who have acted on their frustrations. Dora says that the people who were upset about the well collapsed the cave that it was in, and now we have no more well and no more magic water.

“Because that’s what you do when you’re scared of stuff. You destroy it.” “Welcome to human nature.” “Yeehaw. Or something like that.”

Dora says we hold a discussion. “Why did you destroy the magical well?”

- Sam: “Because it was evil. We didn’t know what it was going to do!”
- Alix: “There’s just too much shit going on lately. We really need to focus on the things that matter, which is that people keep getting eaten by large animals.”
- Kales: “What if, what if, it had stormed, and overflowed, and then the entire town had been flooded with half magic, half regular water, or even all magic, or weird magic or acidic water like, no! No! Fuck that!”
- Dora: “Well, I thought it would look neat, but it turns out it wasn’t that neat, and my neighbor was doing it so i figured, eh. Why not.”

Dora decides to name this guy-- his name is Gilliam Hansey. Everyone hates him.

EIGHTH WEEK (25:08)

The card tells us to start a project related to food production or a project related to military development and conquest. “I’m gonna start a project related to food production, since that’s my thing now.” We’re going to take some of the weapons from the tanks and turn them into crab pots, which we’ll put into the ocean.

For his action, Sam says we discover another forest of deciduous trees. Everyone knows how to say coniferous now, and Alix jokingly suggests the deciduous trees are also carnivorous. Which Sam immediately says is true. Someone approaches it, notices all the animal carcasses, and gets the hell out.

Kales tells us that the temple is real old. Like, pre-pre-apocalypse. “It’s real dang old.”

NINTH WEEK (28:23)

The card tells us that outsiders arrive. Alix tells us that people come from past the coniferous forest from a nearby settlement that was destroyed, and they’re welcomed by a slowly dwindling community glad that there are more people to join their community. “Oh thank God, people keep dying.”

Sam tells us about his temple project. In small quantities, the plants in the temples have a healing effect. In large quantities, they’re poison.

We start another project, where we start using the temple to pray for rain. We'll spend two weeks praying. "It might not work, because who knows if God is real?" "Sable does."

TENTH WEEK (31:18)

The card tells us that summer is fleeting. When we draw this card, we discard the top two cards from the deck and take two actions. Kales just draws those two cards into their hand and takes their two actions.

Alix tells us that because the tall boy gets his treasure, he drives all the cat people out of town.

For the first action, Kales says we're going into the forest where the cats lived and see what resources we can scrounge up. This is a two week project.

For the second action, Kales discovers something new. People start coming out of the forest, but they're smudgy and weird. "Oh are these more of the smudgy weird people?" The wights are here.

ELEVENTH WEEK (36:30)

The card tells us a project finishes early. Dora tells us that all of a sudden it starts storming-- the worst storm that some of the younger people have seen in their whole lives. The lightning rods work wonderfully, and we have some power now. Sam adds that the lightning also strikes the obelisk and the whole thing lights up like a torch.

"And that's where we're going to cut our episode this week." "Dora didn't take an action yet."

Dora says we discover something new. The lightning will charge up the light crystals, so we have explosive crystal dust again now.

And with that, summer ends.

END EPISODE SUMMARY

(We outro this episode, but don't worry, there's one more episode of this game. We just played The Quiet Year over two sessions, so we gave an outro here and we'll semi-intro next episode.)