



For Your Garden

The

# Poodle Mulch



Progress Report

February 1, 2020

Sponsored by Freshly Raised Dead! We specialize in raising those who don't form a battle plan before attacking!

Issue XXX

Well, well. We've reached the 30<sup>th</sup> Poodle Mulch for the Misifits Campaign. Hard to believe we've played 30 sessions and you're all only at 7<sup>th</sup> level. You know how them slow-assed DMs can be. It's time for a 30-poodle salute PULL!!! \*BOOM\*

Anyhow, our beaten and battered Misfits, straight off a battle in which Brynhildr, Liva, and Margarite fell, made their way to Tiriale for a night's rest and to collect Linus, Lucieth, Roger, the lumberjack, and his sons. There, they were treated well by the haggard villagers whom the Misifits had saved.

Linus seemed concerned about how his cousin Igan would react upon seeing him alive again, for if Igan were truly responsible for trying to knock off Linus, he wouldn't be pleased at seeing him again. He asked if he could depend upon the party for help should the feces impact upon the bladed air movement device. The party gave a positive answer.

The next day, the Misifits made their way back to Kentelly. They stopped at the temple of Ianlia. Linus had a good working relationship with the high priest there. Unfortunately, she was unwilling to raise dead, and the party was turned away.

Undaunted, Linus led the Misifits to castle Ermmentavis to see Lord Exli. They let him know what happened. Suffice to say that Lord Igan was less than enthused about seeing Linus. When Linus and the party laid out what happened, along with their theory about Igan's involvement in the slavery scheme and designs to off Linus, Exli arrested Igan, the lumberjack, and his sons. The Misfits had done some good! Even better, Exli sent word to the high priest of Ianlia to raise the fallen heroes.

Exli allowed the heroes to stay at the castle to recuperate. Bryn, Livia, and Margarite were weak and needed to rest. The others decide to take the opportunity to consolidate loot, buy stuff, and enhance weapons.

Meanwhile, Lucieth had been very concerned about Livia, sticking by her side and working hard to nurse her back to health. Now in a normal world, anyone who saw this might think how nice it was that a fellow companion was taking care of their friend. Irith is not a normal world.

Merle, Squirk, and Bryn started questioning Lucieth about how he had been acting strangely of late and that he had stopped drinking and even cleaned up. Bryn even cast a zone of truth on the surprised monk before the interrogation began. By the time the dust settled, the party was ok with Lucieth again. Merle had even got the monk to admit that he had destroyed Pauly for getting into his stuff. A pissed Lucieth disappeared for a few days.

Later, using a suggestion from Filoriac, Squirk acquired a detect thoughts spell and cast it upon Andromeda, whom she asked to recall her encounter with Karice. Squirk's goal was to gain insight and clues as to Karice's whereabouts. She was able to see Karice lead Andromeda through a portal to a structure, a room, and then a balcony. From the balcony, she saw a huge city set against a mountain and a castle in the distance. She saw a flag on the castle battlements that displayed the crest of a cobra on a field of black.

A little research and a conversation with Filoriac revealed that the city was Rorus and that the heraldry belonged to Blix Coyearson, the leader of the city. The plot was indeed thickening. What was Blix's connection with Karice? Filoriac also mentioned that there had been trouble in the Sestillion city of Remool. Seems that some magical staves had been stolen. Oddly enough, they had been found nearby destroyed instead of being resold by the thieves.

And then there was Mr. Flynn. Now that you all had roosted in Exli's castle, he was spending a lot of time finishing his painting of the great copper dragon battle. As always, he seemed to be enjoying his food and drink immensely, prompting Merle to give him the suspicious eye.

After dinner, Flynn announced that the painting was done! He gathered the party upstairs and lifted the cover to see a rather epic oil painting showing the Misfits battling a pair of pesky dragons. It was spectacular! Fly was so pleased with everyone's reaction, that he smiled . . . and began to bleed.

Blood began to trickle from small tears in the skin on his face where there were creases. He seemed as surprised as anyone at what was going on. Moments later, he broke down and start despairing that he had waited too long. Under hard questions from the party, he revealed that he was a fiend who had been sent to inhabit the body of a willing mortal worshipper of the devil god Qa'Suul.

It seems that when Zym had inhabited Squirk's body, he had retained what he had learned about her and the party's missions so when he was sent back to the lower realms, someone took notice . . . Qa'Suul, namely. Flynn indicated he was sent to merely observe the party and report back to his master about their exploits. He said that Qa'Suul has noticed that there is something going on with the heavenly gods, like a game of chess with piece moving on a board. Qa'Suul needed information and could himself come to find out, for devils roaming the mortal realm drew unwanted attention.

With Flynn writhing in pain, someone shouted for him to leave the body, which he did. His ghostly image fluttered up and down into the ground to leave a bleeding body on the floor that was barely alive. The guard was summoned and then a priest of Vor. They took the body into the other room and ministered to it.

Later, the priest emerged to say that the man had many devilish markings carved into his back, but he would pull through. He also verified that the fiendish spirit was gone. And so, a new plot line was introduced to the busy Misfits' agenda.

After a few days, Igan had been sentenced to death and was to be hanged in the city square. Nothing says lovin' like a good hangin' in the square. Getting all gussied up, the party decided to go watch. Along the way, a commotion began when a bunch of dudes in

brown robes emerged from an alleyway. They all had wands and began shooting fireballs at the nearby buildings. When the Misfits tried to intervene, they got (yes, you guessed it) fireballed.

The battle was on, and the Misfits prevailed. They toasted the brown-robed baddies, but the black dragonborn and some other guy ducked into the alley and teleported out. Yet another who got away! The party stuck around to talk to the guards and help others. Squirk even used tidal wave to help put out some flames. Nice!

Determined to speak to one of the dead guys, the party took one and headed back toward the castle. Squirk was surprised to see a small green pony with pink spots appear on Bryn's shoulder. It looked like Squirk's imaginary childhood friend Brony the Pony. She tried to grab it but failed, for it was just an illusion. Some giggling from behind revealed a pink-haired female gnome who called Squirk "burp noodle". It was Squirk's sister Phappiri, whose full name was (cracks knuckles) Thoridale Phappiri Flimjam Carabellaranada Ollimont Dubnugger Fathona Sarvotell. So there.

It seems that Phappiri, who hails from Rorus, had journeyed down to Kentelley to personally inform Rouchop that his shipment of Cavoria Flowers would be delayed by a few weeks. Squirk's parents deal in providing wizarding supplies to the area surrounding Quillon in Sestillion. It seems that Karice in Rorus had come to Phappiri and had paid triple the gold for the flowers and wanted the shipment sent to Rorus immediately.

This sent Squirk's tongue a-waggin' about the whole Karice incident and the attack and the burning of the flowers in the field and everything. Phappiri was confused, saying it was the first time she had dealt with Karice, but that the gold had been paid in full. She was to journey back to Barrckus to receive the shipment and then escort the caravan to Rorus to ensure delivery. Needless to say (but I'm gonna say it) Squirk and the rest of the party were eager to sign on to go with Phappiri.

Will the party discover Karice's big mystery? She surely won't tell . . .



