



For Your Garden

The

Poodle Mulch



Progress Report

February 22, 2020

Sponsored by Garak's Sneaky Surprise. When you need someone to help tailor the big reveal to your campaign's needs!

Issue XXXIII

When it's three in the morning and the thief (who has only been in the party for a short time) gets impatient, she quickly becomes the former thief who has only been in the party a short time before getting herself captured by that bitch Karice. Hey, at least Livia wasn't there to complain about missing out on Margarita's loot.

With Noctis having run off to take care of some business, the rest of the Misfits retreated to Phappiri's keep to sleep off their continued inability to get that sweetie pie Karice. Villains aren't assholes; the DMs who run them are. Garak decided to go somewhere else to catch some winks.

After an uneventful night, the Misfits ate breakfast. Phappiri contacted Mumma and Puppa in Quillon to talk to them about the dangers going on in Rorus. They were happy that both their daughters were alive and well and cautioned them to be careful going forward.

Later that morning, a summons was delivered by messenger. It demanded that the party (each by name) appear before Blix at Castle Kaex. This didn't make anyone suspicious at all. After taking care of some errands, the party set out for the castle. On the way, Garak morphed out of the shadows and indicated that he needed to show the party something and that they would have to follow him. He would not say what was going on, citing a promise he had made.

Leery, the others agreed to check things. They followed Garak into a rundown area of Rorus to a burned down house. Garak led them down the steps of the cellar to reveal a naked Luceith changed to a thick stone column. The shackles had various lunar markings on them. Needless to say, but I'm going to say it, Luceith was pissed at Garak.

With Squirk getting pushy for answers, Luceith finally relented and spilled the beans after sending everyone outside except Merle, Squirk, and Andromeda. Before everyone's eyes, his body transformed, growing fur and whiskers until a man-rat sat before them. He was a wererat, a curse he was infected with in over a century ago.

Luceith explained that a select few in Garland were lycans that held positions of power over a predominately human population. He assured everyone that the people led normal lives and that the lycans were under a strict code forbidding them from increasing their population, only to replace those lost to death or other reasons.

Luceith said that the lycanthropy was not something they could cure. They knew this after having tried arcane and divine magic and anything else that they could think of. After many years, Luceith and an ally had heard about the mysterious Boreoans and that they had some kind of resistance to any illness.

Wishing to investigate further, Lucieth made his way to the outskirts of Borea and picked up the trail of a pair of Boreoans that had somehow escaped the protected confines of their country. Lucieth tracked them down to Sestillion. Just as he had caught up with them, they were attacked. One of them was killed, the other was Roger whom Lucieth befriended before meeting the Misfits.

Lucieth explained that he would leave the party and use the moon shackles to secure himself so that he could not harm anyone when he transformed into a wererat during the day before, during, and after, the monthly full moon. The shackles would fall off on the day after. Only then would he return to the party knowing that he had control of himself.

The Garlander admitted to biting Roger on purpose in an attempt to infect him with lycanthropy weeks earlier. When Roger didn't change, Lucieth knew that Boreans were resistant, and that there was a chance he and his ally could unlock the secret and use it to cure his people. Lucieth was quick to point out that such secrets might lead to a cure for wizard illness.

Empathizing with their friend, the Misfits released him so that he could meet the Mayor and not get tossed in the (colonel) clink. With Garak abstaining from joining the party, they made their way to Castle Kaex. In the courtyard and surrounded by knights of Vor, the Misfits watched as Mayor Blix and a pair of Vor clerics emerged.

Blix said that he wanted the party to leave the city immediately. Phappiri, he said, could stay. Despite protestations from Squirk, the mayor would not reveal why they had to leave. At that point, Karice appeared out of the castle. She sauntered to Blix and gave him the kind of kiss that answered a lot of questions.

Reluctantly, the party agreed to go. Before they departed, Karice taunted Squirk by telling her that it was ironic that the one responsible for creating the wizard illness was the very same kind as ones he sought to destroy. Seething, all Squirk could do was extend her tiny middle finger to check the cuticle there.

Escorted by the knights, the party returned to Phappiri Keep to retrieve their equipment. Phappiri indicated that she and her people would return home to Quillon immediately. The two sisters hugged and wished each other well before the Misfits departed. Their destination was the Ghiadur Tunnel, a 75-mile long tunnel leading out of Rorus across the border into the Dwarflands. The tunnel had been built many years ago by the Brighklians and the Dwarflanders to make trade and travel between the two countries much easier.

With the help of Andromeda's Elk Totem abilities, the party quickly moved through the magically-lit passageway. When they slept for the night on the side of the road, they had to use a rock anchor Lucieth's shackles to keep him from causing mischief when he lost control and transformed when the moon was high in the night sky.

After stopping at the mid-point of the tunnel, the Misfits bought some horses to expedite their progress even further. They exited the tunnel and only managed to travel a couple of hours before attracting the attention of a pair of hungry purple worms. One worm got a horse (no surprise there). The other managed to gobble up Lucieth, who began sliding down its throat.

When attacking the worm seemed to have little effect, Squirk had a revelation and polymorphing it into a killer whale, was big enough not to crush Lucieth inside. Encouraged, the party tried cutting the stomach open while healing the whale to keep it from going to zero hit points and reverting back to a functioning purple worm.

Tired of messing around, Merle jumped into the whale's mouth. After a few seconds, she managed to grab Lucieth's ankle and yanked him out so safety. The battle was over, but the party decided not to push their luck and hustled out of the area.

Nearing sunset, some of the members noticed something in the rocks of the hills to their left. It took a while, but Squirk noticed it was a dragon watching them. The gold wyrm even waved back at her. The creature did not seem interested in communicating further, simply watching.

The Misifits decided to move on. The dragon began moving and paralleling their progress but not drawing any closer. Eventually, they lost sight of the dragon and found their way to Bodlia, and large fortified dwarven city. Bodlia was the southern anchor point to the Kel Walls, which stretched 125 to the north before ending up at Veradic. Noctis would definitely take interest in Veradic, where he hopes to find some more info regarding the Black Fist of the One.

There, they refreshed themselves before readying themselves to camp outside of town for Lucieth's last night in shackles. Before leaving the city, Squirk made Dolly a mechanical horse she could ride. The horse even had no sense of direction, but Dolly enjoyed it nonetheless.

Crixus asked once more about Margarita and what was to become of him. Merle explained to Crixus that he was free, which seemed to confuse him. It took some time, but Merle got it through his head. She and Andromeda even took him and VUW1324 shopping to get them some clothes so they could look a little more civilized. She then took Crixus to the local brothel to get some mclovin'.

The next day, Lucieth was out of the woods and the shackles fell off. Squirk, having learned the previous night about a drunken dwarf that had spoken with the gold dragon, decided to nip back into the city and speak to him. The blacksmith, named Branik, had had spoken with the gold dragon for two days while merrily drinking dwarven ale with the thirsty beast. The dragon, called Vathroxi had been mostly interested in the goings on of the dwarves and their land and not much else.

Unable to control her curiosity, Squirk announced that she wanted to go speak with the dragon. Barely able to control his old man bladder, Curtis announced that the week's session had come to a close. 'Til next time, my little piggies.

