



The

Poodle Mulch

Progress Report

February 23, 2019

Sponsored by Hobgoblin Teriyaki Jerky. Keeps those beetles busy while you sneak on by!

Issue VIII

Most of the party was ready to get out of the starting gate for this week's session. Cinnamon certainly couldn't get through it. Her security gate is like an end zone in David Carr's driveway. He'll never get past it. I'll have to start telling her on the side that we'll be playing an hour earlier than normal so that she can get to the game on time as everyone else is just arriving.

Anyhoo, Lilly had a nifty idea by taking some dead hobgoblin bits and using them to keep the beetles busy while the party sneaked past them and out of the room. They say whenever Alexa says "I didn't understand you" that an angel gets its wings, it's bullshit. It means that the dungeon crawl (and Pat's impatience) has just begun.

Poking around the underground facility that had clearly been out of use for some time, our adventurers found something scratched into the wall that said "There is one above all others." Someone had scratched over it in an attempt to wipe it out. They failed. Some in the party surmised that it might be a reference to the All Creator consistently mentioned in Othwadah's journals. Could be . . . could be . . .

After finding a dead hobgoblin, which there seemed to be a lot of lying around, Livia found a room with a bunch of large wasps flying around. Using her trusty tape measure, she made sure to chronicle their size, length, weight, favorite foods, career aspirations, and who they thought the latest Masked Singer might be. Once more avoiding conflict, which is very unparty-like, the party pressed on.

They found a strange corridor with gaps around the door. After spending a lot of time fretting over the gory death that the DM planned for them, and after watching a cute clockwork frog jump around to no avail, the misfits traversed the hallway unharmed. After they shut the door behind them, Lilly heard a sound behind them. Possibly an animal, or stone grating, or something mysterious.

Pressing on, they found a store room with some nasty yellow fungus on it. Squirk managed to use her mage hand to scoop some treasure out of one of the old crates. After Noctis spotted something strange on the far wall, the decision was made to burn the mold way. Once the secret door was opened by Lucieth, Livia dashed through into a small room with another door. Her dainty foot tripped a trap, causing the original secret door to slam shut. Water began rushing in. The rest of the party demonstrated how much fun it can be DMing a low-level party as they missed all sorts of rolls to open the door. Finally, they got it open. Dammit.

Livia opened the 2nd door and found a pair of snakes. She then found herself bitten, poisoned, and knocked out. For a second time, Lucieth jumped in and pulled the paladin to safety before Lilly healed her and gave her a poison antidote. Love that teamwork! With the snakes defeated and their fangs properly milked for poison, the misfits decided to rest.

Taking the opportunity to show off her wit, Dolly told another show-stopper joke that put dwarves in a most unfavorable light. Squirk had a revelation and asked Dolly about how she had found out about some of the elements of Dolly's jokes, such as river boats, captains, graveyards. Dolly said she had read about them while working for her creator, but it did seem she was putting together a lot of things in a most intelligent way. Makes you wonder, huh?

Anyhoo, the misfits got back underway and found another hallway. One end came to a door that opened to a bare wall. There seemed to be another gap there. Hmm. After hearing the DM's lame Gap store quip, Lilly turned herself into a mouse and was able to walk between the narrow space. She reconnoitered and came back. After some discussion, the party deduced that the long corridor they had been in previously

was the center of a large stone round room that rotated to allow access to other doors within the underground complex.

With such valuable information at their fingertips . . . they went the other way and explored the other door at the other end of the corridor. They found a prayer room with an altar, bowl, holy symbol of lightning, some feet sticking out behind the altar, and some hungry lizards. The battle took some time, but the misfits were victorious. They found some loot, as well as the end of that night's session.

Can the party work their way through the rest of the facility without dying?

Will Merle be able to last another day without her Tivi Bear?

Will Livia's eyes explode from all that rolling?

Will Lilly finally give in to her deepest darkest desires and go on an innocent animal killing spree?

Will Noctis try to bullshit the DM about not having the strength or room in his backpack for a potion even though he isn't near his carrying capacity?

Will Squirk ever find anything magical with her detect magic spell or resist taking dice selfies?

Will Andromeda order a baconator and have her order fucked up so she has to go back to get it fixed?

Wait, that was me.

God damned Wendy's . . .

