



The

# Poodle Mulch

Progress Report

March 16, 2019

Sponsored by Sealy Mattresses. When your healers are gone and you need a whole lotta loooooong rests!

Issue X

What better way to celebrate the absence of gnomes with the continuation of a dungeon slugfest? I can't think of a way. Anyhoo, our lean party found some zombies to fight. I'll have to say that the zombies weren't too motivated with so little brains on the menu, but they forged on and attacked the party because doing so was in their contract.

During one of the party's many long rests, Lucieth was sleeping and making a lot of noise due to a nightmare. When Roger (who had decided to ditch his mask and gloves) went over to the wake him up, the drunken monk woke up suddenly and bit Roger on the hand. Lucieth was pretty shook up about doing it. He apologized and took a drink.

Merle gave Roger some sage advice on how to wake up someone safely. Noctis noticed something odd. He saw the wound on Roger's hand healing noticeably quick. He asked Roger what the deal was. The Boreoan said that he didn't know other than his people just healed fast. Of course, it drove Pat nuts that he couldn't comment on the situation because he had failed his perception role. That's what happens when you're too busy metagaming and worrying about other people's characters. You miss things >:0)

After finding more rooms with more coffins, and a few bits of coin, gems, and a couple of potions, the party came across another pack of rats. Lucieth, ever drunk, did his Rat Piper bit and led them into another room where they were shut in. Nice job.

In the end, the party found a trapdoor and a ladder leading down into a small room with a secret door that would surely lead them into next week's game. Unfortunately, their way was blocked by a huge nasty clock golem that read 6:00pm MST, so they had to wait.

Thus endeth the short Poodle!

