



The

# Poodle Mulch

Progress Report

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Issue L  
(fiddy)

Our intrepid band of Misfit adventurers, having entered the lich lair, were in the middle of opening up a can of Raid on some scarabs pouring from the mouth of a stone gargoyle. Eventually, the heroes vanquished the mighty roaches before figuring out that if they put the right quality of gem into the gargoyle's mouth, it would allow them to get past. Go figure.

They then found a mirror that turned their reflection into that of a basilisk. Hail Hydra! Squirk got petrified, then Andromeda. Being the curious type, Squirk had to go back for another look and got petrified again. That's why I like about Keri: Consistent chaos.

After shattering the mirror while finding another passageway with a pit and some quicksand, the party ventured north (Miss Tessmacher) and found a room with some black tiles on the floor with runes on them. They carefully navigated a path around the runes while tapping to be sure the floor was solid. In the end, they saw the light . . . and a crapload of damage before being teleported back to the entrance.

Wounded, the Misfits healed up thanks to their Bryn-o-matic healing kit and some potions from Noctis, and decided to take the quicksand path. After Snowbear decided to take a little mud bath, Bryn began ferreting people across. Now, you should always be sure NOT to take across your heavy hitters first in case you get attacked by a crapload of ropers.

This party, being 12<sup>th</sup> level whiners when things look bad, did an awesome job of complaining about how many ropers that big mean ole nasty DM threw at them. But it didn't take too long for the Misfits to recover and kill the baddies. Wary of traps (I wonder why), they forged on very carefully, stepping like Elmer Fudd hunting wabbits.

Let's be perfectly clear that Noctis may be a choice Bloodhunter who is good with mutagens and bows and creating potions and being just as cute as the dickens. But he (and Bolinda) suck at finding terminal velocity pits. Bolinda fell in before a pit appeared on the ceiling and she fell through in an endless cycle of falling. Noctis, being the fatty that he is, tried to catch her and was pulled in as well. Before they could be saved, the floor rematerialized and both of them slammed into the ground to take lots of delicious damage. And remember, you can't have damage without a "D" and an "M".

Bryn did more healing before the party rounded corner to see a chest, a pit, a sack, and a pair of bronze doors. That's about the time that the natives' drums stopped and a wide-eyed Sherpa guide went "Uh oh . . ."

Hail Hydra!

