



The

Poodle Mulch

Progress Report

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Issue XII

When the party woke up in the dusty ole dungeon this morning, they had no idea that their lives would soon be much more interesting after having dusted off a pair of animated statues and resting. By the way, this party rests more than an 80-year-old man during 24-hour period.

Anyhoo, our intrepid adventurers decided to plod forward through the strange underground complex filled with snakes, wasps, fake tombs, easily-defeated ghouls, and an assortment of other items. They came to an open doorway to a room with mist on the floor. Scrawled above the doorway were the words:

Enlightenment Begins with a First Breath

A dais rose from the center of the room. Atop the dais was a chest. Above the chest floated a jade rod. An open doorway at the opposite end awaited. Never one to shy away from a trap, the party entered and pissed around like a bunch of old ladies on a pension out shoe shopping. Eventually, Livia decided to utilize her richly-coveted 10' reach and nudge the rod with her pole arm.

Of course, the mists swirled into a couple of tornado creatures that attacked anyone and everyone; call it a fantasy version of a blow job. But hey, this a G-Rated game. Buh GOCK! Much to the disappointment of the Monsters' Guild members watching the game on closed-circuited HD television, the party won the fight. The chest had some gold and a potion inside.

Squirk, that greedy little shit, got her grubby paws on the jade rod that radiated necromantic magic. Unfortunately, her identify spell didn't give her the lollipop she was looking for, only that the rod was part of something more. Dammit.

Proceeding forth, the party came to another doorway to another room with a dais, chest, and identically floating jade rod. This room had a dirt floor, however. The words above the door read:

Enlightenment is Forever Grounded in Faith

The encounter officially began with a patented Pat Eye Roll[®]. Expecting to meet an earth elemental of some kind, everyone spread out before Livia tapped the rod. As expected, because Curtis never does anything surprising in his nice safe cuddly warm predictable games, the earth elemental attacked as two stone slabs fell down over the exits. After some effort, the party won the fight, and the slabs over the door withdrew. The chest contained some gold, and 3 Treant Seeds. Lilly, being the druidic puppy that she is, was quite interested in the seeds and packed them away for later.

Eager to find out what was going on with the rods, Squirk tried to cast another identify spell. She was getting closer to revealing the nature of the rods, but needed more. The only thing that frustrates Squirk more than not knowing the answer is Curtis trying to get Pat to avoid doling out metagaming advice to other players during the game. I feel your pain, Squirk.

Above the next doorway to the next room with the dais, chest, and rod, were scratched the words:

Devotion is Forged within the Flames of Divinity

Cracking their collective knuckles, the party took positions in the room. Livia tapped the rod, walls of fire covered the exits, the fire elementals came, attacked, and were defeated, and Dolly yawned. Wash, rinse, repeat. You know, just like Squirk failing to fully identify the latest rod? Just like that. At least this time, I got almost got Noctis. Don't worry, Des, I'll eventually revoke your Kobold's credentials. The chest contained some good, some fur-lined magical greaves, and a potion

Time for the last room. The words above this doorway read:

Only the Fluid of Thought May Realize True Destiny

Gee, wonder what kind of monster would be in this room? As expected, the Livia tapped the rod, and shit happened. Force walls snapped into place over the exits, water came crashing down from holes in the ceiling, and water elementals appeared for some din din. This battle wasn't quite so easy, as a couple of party members began to down. There was good teamwork as Noctis helped Lilly and they both helped Merle. Good job! During the fight, Noctis noticed Roger making some odd head-bobbing motions that caused the water elementals to react as if struck. Hmm.

Anyway, the battle was eventually won. The water drained, the force fields left, and it was treasure time!!! With drool coming from the corners of her mouth, and certain that with the final rod she could find out the secret of the rods, Squirk cast her spell. Almost there! DAMN!

The jig was up on Roger's head bob trick, and the group questioned him. Seems he has the ability to use his mind to push back other living beings. He also revealed that he could communicate telepathically with others of his kind. Hmm. These Boreoans are full of surprises. The funniest part was how butt hurt some of the misfits got because Roger had not revealed his abilities to them.

Above the next room were scrawled the words:

Enlightenment

In this room awaited a lower rise in the center of the room. In the center of the dais sank a concave pit. Spaced around the lip of the pit were four indentations about the size of a jade rod. They sank into the stone about 2 inches and were angled at 45 degrees. Perfect for 4 jade rods to rest in. A small brass sign on the lip of the dais read:

If your Golden Offering is the Final Step to Gaining Enlightenment and Ascension to Glory

Also, the doorway opposite the entrance was covered by an iron door. Anyway, the eager party spread out and decided that the gold they had pilfered from the previous rooms had to be placed in the pit. They then placed a jade rod in each indentation and him-hawed around for a long time before doing what everyone in the known gaming world knew they had to do. Merle, Andromeda, Noctis, and Livia took positions and pulled the rods down like handles.

The handles came down and pit opened, swallowing the gold. Unfortunately, one of the jade rods snapped in two. The iron door slid open, and a tentacled monstrosity with a glowing red horn appeared and began attacking. With Lilly Shillelagh-ing and Melfing, Squirk Greasing and Cloud of Daggering, Noctis Arrowing, Livia 10 foot reaching, Lucieth Monking, Merle looking Fabulous, Andromeda Macing, and Dolly working on her latest Dwarven zinger, the party opened a barrel of whoop S on the monster and took it down fairly quickly.

The party tasted the sweetness of victory. The problem was that some of them were tasting it with different tongues than they were used to. Noctis, Merle, Andromeda, and Livia had somehow switched bodies. Oh no! Lilly had a great idea of mending the broken rod. Unfortunately, it no longer radiated magic. A wizard of sufficient would be needed to re-infuse it so everyone could be put back to normal.

Hey, at least Merle finally got some boobies and a buh-GI-na, as she now occupied Andromeda's body. Noctis found himself in Merle's body, feeling stronger than ever. Livia now occupied a small cranky kobold's body and had the irresistible urge to chew on gold coins. Andromeda found herself inside Livia's tiefling body, feeling kinda horny. Oy vey!

With the iron door open, the misfits found another room. From the center rose a stone spiral staircase into the shadows. Bones were strewn about the floor, as well as some treasure. Squirk even found a spell book with some wizard spells. At least it wasn't a total failure, eh guys? The stairs led up into a cave that opened out onto the mountain. When next we meet, the misfits will strike out toward Bog Boldur in search of a powerful wizzy.

By the way, who came up with this shit, anyhow?



That Bitch!