



The

Poodle Munch

Progress Report

June 6, 2020

Sponsored by the blind detective. When you can't see the clues in front of your face!

Issue XLII

In this edition of the faceless game, our Misfits found themselves at the castle of the dwarves who had (allegedly) burned down Lucieth's home. Noctis and Bolinda did some reconnoitering, then Squirk and Bolinda did some looking around via flying broom. It was all very exciting.

After all that snooping around, they found that the castle had one entrance, there was a mine to the southwest, and beyond that a temple with walls made of stars. Squirk was all about that shit, but the rest of the party had some clue ignoring to get to.

Convinced that attacking was the only answer to any situation, the Misfits assaulted the mine entrance. Merle and her fucking vorpal (soon to be "lost") axe lopped the head off of Zerqsus, the head(less) dwarf. After stuffing his loot laden body into a bag of holding, the party said "Tally Ho!" and ran inside killing everyone like Sir Lancelot in *The Holy Grail* at the castle.

Merle, not to waste a good rage, killed a dwarf that tried to surrender. She might have been thinking she was in the evil campaign. Anyway, the Misfits pushed into the mines until someone finally decided to listen to one of the surrendering miners. The dwarf said that they were to look out for a tall scruffy guy (Lucieth) and a gnome and some others. If they arrived, they were not to be attacked and taken to see Zerqsus because the prisoners from Lucieth's house were in the black citadel.

The party were given passage to leave and go to the temple. They entered and had to earn a conversation with Aballanak by defeating some salamanders and a fire elemental. A portal appeared to another place, and a huge fiery god-like dude began talking to the party. He said that he was the one who stopped Zerqsus from killing Lucieth's mother, Roger, Phillip, and Gene because he saw an opportunity.

Aballanak had been seeking a very old, very special man of many names for a long time. He very much wanted to speak to the man, who was currently going by the name of Cain. The fire god wouldn't say much more, only that he wanted Cain brought back alive. If the Misfits did that, he would release his guests to them. Aballanak indicated that Cain was most likely hiding somewhere in the Wildlands.

Decisions, decisions. After teleporting back to Slaverpoint to retrieve Thorkin Vazz, the Misfits began their trek to the mysterious Wildlands. Notes from Othewadah's journal indicated that the border surrounding the Wildlands were marked by tall towers with grave warnings etched into them. Ooo.

Will the Misfits make it out of the Wildlands alive? Will Merle ever find out why Dolly is pissed at her? Ya never know!