



The

Doodle Mulch

Progress Report

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Sponsored by Wild and Crazy Lands. Filled with dinosaurs and pissy blue dragons!

Issue XLIV

With Squirk and Jilly deciding to go off on their own virus free adventures, the Misifits passed the barrier into the wildlands. After a harsh lesson in whether the helm of teleportation would not work to get them out, the party was met by a dwarf named Gallovash. His armor bore Noctis's favorite black fist on a red field, representing the Black Fist of the One (decapitated guy).

Gallovash said that he and five of his boys had come into the Wildlands six months ago, sent there by Zerqsus and Aballanak the god to find Cain. He said that he was on patrol and heard the party. His goal was to take them to a place deeper inside the Wildlands called The Anvil. Gallovash said that it was a place where a couple of villages were located that was safe from the blue dragon Tommozhayath.

The dwarf also warned everyone that arcane spells would not work in the Wildlands. Divine magic would work for casters who still had unused spells. Once those spells were expended, they would not be granted anymore, for the gods would not respond. He did say that potions and magical items imbued with abilities would still work. This put a little sand in some arcane pussy. At least Squirk wasn't around whine about it. Picking up an unconscious Hururu, the party started to the southeast.

Hurrying things along Gallovash led the party toward The Anvil to meet the peaceful people there, as well as Cain. The Misifits came upon some guy running toward them, rather away from a pack of Allosauruses. With battle at hand, the party sprang into action. Rivenor was licking his chops at the prospect of tasting blood, since Brynhildr had to conserve her healing spells.

The fight didn't take too long, and the party dispatched the poor innocent dinosaur. About that time, Tommozhayath the dragon appeared, predictably grumpy. He demanded to know why there were a bunch of people mucking about his hunting grounds instead of in their mountain bowl where they belonged.

Lykos hit the ground groveling. His offer of 10k gp got the dragon's attention. The new guy from The Hestrillite Empire, named Emon, gawked at the new folks doling out gold like it was candy. He must have been wondering what kind of people they were. Then again, they had just saved his hash, so he didn't get too worried about.

After brief introductions the new guy joined the party as they continued on for the next two days to The Anvil. The place was a bowl-shaped valley surrounded by straight 40-foot tall mountain walls that were fairly level at the top. They came to a scaffolding going up the straight, vertical wall.

Gallovash blew a horn and a platform fed by ropes came down. The party got on, and the horn was blow again. They were winched to the top of the wall, where they got a panoramic

view of the Wildlands in all directions. They also found that a stone statue (golem) had been the one winching them up.

After making their way across the top of the wall to another platform, the Misfits were winched down the other side into the valley below. Gallovash led them along a well-traveled path. Along the way, they saw infrequent huts and houses made of simple wood and mud walls with thatched roofs. Farmers and shepherds watched over their flocks, and crops grew from well-tended fields.

Eventually, they came to the closest village, one of two. This one was called Emvoria, the other was known as Toltor. Clothed in simple peasant garb, the citizens (mostly human) were quick to come see the newcomers, which made them very excited. They were taken into a longhouse and brought a nice spread of food and drink, all the while being peppered with questions by people curious about where they came from and why they entered the Wildlands.

They were met by the village leader, a woman named Alissan Cyore. She was very friendly, and the pleasant conversation went on until a flamboyant dandy calling himself Balphinor showed up. Emon went from friendly to serious in a heartbeat. Seems that the two knew each other. Emon mentioned something about contract on the man. Before Alissan could say anything about there being no violence in the village, Emon attacked.

A short battle ensued until Brynhildr used Rivenor to cast a hold person spell upon the two combatants. They were scolded by Alissan before being taken to separate huts. They would have to wait until morning to meet with Cain, who was away on a walkabout. Emon revealed to the party that his job was to kill Balphinor and return with his ring as proof.

The next day, Alissan and some guards escorted the party to the western wall. She called out to Cain a couple of times. Amazingly, a portion of the rock face disappeared to reveal a pair of blue metal doors. One of them opened to reveal a simply-dressed man wearing a bandana. He introduced himself as Cain.

Alissan explained the situation. Cain tried his best to get Emon (who eventually revealed himself as Tidas Brightraven) to reconcile or at least call a truce, but it was clear that Tidas was not interested. With a sigh, Cain led the two men through the doors and locked them. A one on one battle ensued until Tidas emerged victorious. He got his ring and the finger.

With the matter settled, Cain took the party inside up a long spiral stairway into a magnificent round room that was well-decorated. With the party taking their seats, he brought food and drink. They talked a while hitting on the following points:

1. Cain mentioned that he's been walking the world since before the gods' first appearance.
2. The party spoke of why they were there, with Noctis making a compelling argument about his parents and friends who were held hostage Aballanak unless Cain returned with them
3. Cain mentioned how petty the gods were, and it was a pity that another one was trying to ascend into their ranks.

Cain seemed to have a lot on his shoulders as he sent the party away until the next morning. He would have to think about things. Noctis seemed to think, despite Cain's claims that there was no way to escape the Wildlands, that he indeed knew a way out.

And so, we ended with the uncertainty of what would happen next. Noctis wants a piece of the dragon. Will he get it? You never now in the wacky world of Irith.

