



For Your Garden

The

# Poodle Mulch



Progress Report

July 17, 2021

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Issue LV

After learning some bombshell information from Tarkoff concerning getting fresh bodies for Lucieth's cursed people to use and for getting Andromeda back to Forestria, the party set out north toward Boreoa.

After returning to Onthgeloom for some mop up tasks, such as selling off some excess loot and getting a couple of bags of holding made, the Misfits headed northeast toward the border of Ergony and the city of Eurador.

At the border, they each had to pay their 10 gp entrance fee. Now, you know the party is well off when Mr. Loot Pat said to just pay it and not worry about it \*GASP\*. Anyway, they quickly made it to Eurador. There, Noctis was kobold-blocked by the guards, who had no intention of letting him in. Noctis "left" and used his hat of disguise to return as a friendly and surprisingly quiet gnome. I wonder if Squirk will learn anything.

Squirk was quick to head off to the lair of the city wizards' council and inform them about the situation with the wizard disease and the cure and everything else that she knew. The head wizard was appreciative, as well he should have been.

Before heading into an inn to eat dinner and unwind for the night, the party was beset by an old twitchy man named Keeter. He had a wagonload of trinkets he was intent on selling, such as a watch that was magically accurate twice a day, a god stone that had been chucked from the heavens at him, and an arrow that was purportedly used by King Ertyn himself to kill a dracolisk.

For the most part, the party was not interested, but Merle did purchase a shriveled bear paw that was supposed to give her more stamina in battle. Even Noctis got in on the action and purchased a tea cup that, on command, filled itself with delicious tea.

Once in the tavern, everyone but Brynhilder (who dined and stayed the night at the local temple of Kharsallis) began eating their dinner in the common room. There, a boisterous halfling calling himself Zalph got everyone's attention and announced how much he loved the town guard, several members of which were seated at a nearby table. He bought them a round of drinks, and the guards were pleased.

Zalph then seated himself at the Misfits' table. With an assured smile, he let everyone know that he had been hired by an employer to cause pain to everyone there except the one person who had taken something very valuable from the employer. Of course, Zalph wouldn't reveal who was the source of the employer's ire or what had been taken. Zalph said he would enjoy the chase and then left the tavern and very confused party.

At the temple of Kharsallis, the high priest informed Brunhildr that things were getting a bit dicey out in the world as there had been clashes between the followers and priest

of several gods. Gods that seemed to be represented were Gharan-Dis, Ianlia, Thirion, and Celphea. Hmm, I wonder why those particular gods sound familiar?

The next day, the Misfits set out toward their next destination, the city of Lo Vray. They slept without incident overnight in Squirk's Leomund's Tiny Hut. As soon as they began breaking camp, they were set upon by a pair of purple worms and some mind flayers. It was a tense battle, but the Misfits emerged victorious.

Deciding to press on to Lo Vray rather than rest. The Misfits made to leave, but Merle heard some whispering in the bushes when she was doing the squat thrust. After some threatening tones thrown his way, a very emaciated and haggard man with a metal locked collar around his neck emerged.

He was deathly afraid and wanted nothing more than for the party to leave and forget they had ever seen him and his wife and child. Before the Misfits could debate on what to do, several men on horses appeared nearby, with one of them demanding that the party get away from his property.

Ooo, next week's gonna be GOOD or evil. I'm hoping for evil.

