



For Your Garden

The

# Poodle Mulch



Progress Report

August 14, 2021

Sponsored by Andromeda's body. It's not just Merle's plaything, anymore!

Issue LVIII

This week's episode of "As the Misfits complain even after the DM gives them a 'cool roll' Turns", our intrepid adventurers were still knee deep in a fight with Baba Yaga and her cloud giant cronies. But, being the legendary 14<sup>th</sup> level god-killers that they were, the Misfits had no problem cracking off a few quick attacks that did nearly a thousand points each and essentially liquidated someone's grandma. No more Christmas cookies for some poor family. Oh, well.

With the fight done, and the usual complaining about the DM having dared do any damage to their teflon selves, the party snoofed around and found nothing in the way of loot. Sorry, buttery Pat. They did find a swirling pool of silver liquid and bag filled with some beans from the coppery bushes lining the path to the cave. It was definitely magical.

About that time, the beanstalk shuddered and disappeared, along with the magical cloud it had poked through. This left the party wondering how they could get home again. They then spotted a small boy dressed in Persian-esque attire standing on a flying carpet peering at them curiously from the cave entrance.

The boy introduced himself and Borahni. He and his master had heard Baba Yaga's death scream, and he had come to investigate. Needless to say (but I'm gonna say it), Borahni was quite please at discovering the party had killed the hag. He fetched a barge pulled by a pair of strange flying beasts and took the party back to a Brass Palace, home of his master, Bhombrai.

The Misfits were introduced to a very large blue genie, resplendent in blue silk. He greeted the party happily and wanted to hear all the details of how they had come to his realm and defeated Baba Yaga, who had been a thorn in his side for a very long time. The Misfits put him in the know on the situation, prompting Bhombrai to invite them to dine with him and enjoy his hospitality.

During their pre-din din prep time, they met a very beautiful winged woman whom they decided had to be a succubus. What else could she be? She seemed to take a liking to Andromeda and suggested they go to her private quarter for some wrasslin'. Being the weak-willed maiden who hadn't had sex since Merle had taken her out for a spin, Andromeda readily agreed. Let's just say that after her encounter with the succubus, named Grytyse, Andromeda was drained.

Eventually the party arrived at the dining hall, where they met some other guests of Bhombrai. They all had associated with Bhombrai in the past. There was FankVusai the goblin, who had owned Bhombrai's lamp and used his final wish to release the genie from servitude.

Next was Hardwillow the treant from the Moblea Mountains in the Vohrn Territories, who had come to seek Bhombrai's help in his fight with some storm giants. Later, Squirk gave Hardwillow a bottled with Oil of Slipperiness. Hardwillow, in return gave her a leaf that would act like a healing potion.

Another guest was Kreius, a fairy who needed help in seeking a mate. He wasn't looking for another fairy, but an elven maiden (giggle).

Then there was Rhoh, a satyr whom Bhombrai had rescued from a demon lord whose mistress Rhoh charmed and loved.

After that was Satag, a lord from the elemental plane of Fire. Seems that his and Bhombrai's families had been feuding for a long as anyone could recall. He had come to parlay with Bhombrai to see what they could do to finally have peace between them.

Another associate of the genie was Tabbris, an angel cast out of Tirilithea by his master, Ardru. Seems that Tabbris had been ordered to grant life to a mortal who had murdered his neighbor but had refused. Bhombrai is allowing the angel to stay indefinitely.

Lastly, there was Ullgell Stormcrusher, a human barbarian who seemed rather broody and unsociable. When Merle tried to talk to him, he was rude. When she suggested that they spar, he called her "unworthy". Tivi-bear might beg to disagree. Anyway, she challenged him to fight in the arena.

Ullgell showed up and Merle managed to talk him into fighting. The match was closely contested until Merle chopped off his head with her handy dandy vorpal axe. Bitch. And the loot flowed.

After Bhombrai determined that Baba Yaga's pool was a portal to Irith, the party was happy. When he told them that it would deposit in a random location on Irith, the party was sad. Bhombrai offered to send them anywhere they wanted, in exchange for 1 magic item each. The part was very sad.

After some discussion, Bhombrai seemed very interested in the son of the All Creator, Cain. The party directed the genie to the Top of the World near the Szithlin Blight, which was a drow stronghold, the genie popped off for a couple of days to check things out.

Killing time, Squirk headed straight for the library and began looking for anything interesting. She did find information about an eternal ethereal dragon named Khostragora that lived somewhere on the Astral Plane and could somehow reach any point in the cosmos at any time. But then again, it could be just a legend . . .

At Squirk's suggestion, Lucieth nosed around the library for any new information about a cure for his lycanthropy. Unfortunately, he found nothing. But he looked good.

Meanwhile, Notis, that nosey little mofo, engaged Gyrtysse. The party had discovered at dinner that she was here on behalf of her master to find out if Bhombrai had a way to travel to the All Creator's home in the stars. Noctis found out that her master was Qa'Suul. He began questioning her about her abilities, and they established a quick tit for tat relationship.

Trying to establish a network, Noctis made a deal with Grytyse where they would exchange helpful information. To that end, Gyrtysse gave the little dragonkin the names of four other succubi she knew of that were currently on Irith.

Eventually, Bhombrai returned and enthusiastically announced that he was satisfied with what he found in Cain. At the party's behest, he teleported them just outside of the Ergony city of Torju. The party used their help of teleportation to go to Eurador to collect the goodies they had commissioned. Wanting to avoid Zalph the pesky assassin, they rented a room in an Inn and teleported from there back to the outskirts of Torju. Whew!

Roger directed the party to the northwest of the city a short ways to find Lord Ron DeWemmel, the Boreoan Alpha who had helped him get through the barrier when he left Boreoa. When they got to where his house should be, they found it burned to the ground. Roger was not a happy camper.

Some in the party noticed they were be watched from the treeline by a dark figure. Noctis, not one to miss an opportunity to shoot an arrow at anyone that is not the party, shot an arrow at the figure, which yelped and began running. Another arrow brought the figure down. Some healing brought the figure back to the land of the conscious.

The figure was another Boreoan like Roger with the same colors. (I know I said that the black was on the right and white on the left, but that was incorrect. His markings were white on right and black on left, like Roger). Roger identified him as Phil, who was an assistant to lord Ron.

When Phil saw Phillip, he went nuts with fear, crying that the enforcer was there to take him back for liquidation. Roger and Squirk calmed him down before he told the party about how a group of mounted elves came and took Ron away. He recalled a crest of a green cross on a yellow field on the shields of the elves, but no one recognized it.

With Noctis tracking, they picked up the riders' trail and went into the forested hills before coming to a path winding up through the rocks. The dragonkin was stopped short by an arrow hitting the ground at his feet. We stopped with the party contemplating their next move.



