



For Your Garden

The

# Poodle Mulch



Progress Report

August 24, 2019

Sponsored by Other Bodies®. There simply taint nothing better that someone else's!

Issue XIV

With the DM finally deciding to get off his dainty derriere and start DMing again, we resumed the Misfits campaign. The DM laid out a well-thought-out plan on the table on how to bake a cake, and the party immediately said "Hey! Let's go build a car!" Fuckers. Anyhoo, our druidless party found themselves contemplating the best way to get Zlee'roa's dress for Gorman, the dwarven wizard whom they hired to put their bodies back where they belong.

After deciding against using some of Gorman's dollems in their journey, they decided to strike out for Wilthorn. Of course, they had to wait for Andlyn--the Ranger from Bog Boldur--to finish giving Andromeda's body the kind of exploring that might be better explained in a "Dear Penthouse ..." letter. Also, it took some time for Merle to calm down after having been woman-handled by some of the party members that tried to stop her from getting her rightful fuck.

On the road, the Misfits heard some commotion in the woods ahead. They came to a chaotic scene where a pair of halflings were being attacked by some lions while a dwarf that was sinking in quicksand nearby yelled for help. For all the party knew, the lions had stolen the halflings bodies and were trying to get them back. Hey, anything can happen, right?

Anyway, the battle lasted a while before the lions were bested. One of the halflings, a female named Shade (and her golden retriever "Issa") had tossed a rope to the dwarf. With Lucieth's help, they pulled the dwarf free. The other female halfling introduced herself as Aster Underbrush. The halfling companions were looking for adventure and a party where they might have a good chance of having their bodies swapped, so it seemed like a pretty good match for them.

Merle, who found that Aster had seamstress skills, found a new pal to talk shop with. Merle also salvaged not only some lion steaks to feed the party, but 3 pelts with which to make some clothes. Waste not want not a swapped body, I always say. The party resumed their march and eventually made it to Wilthorn.

Wilthorn was a typical elven community, with most structures built within the trees above ground. Before seeking an audience with Kroth, the party split off to do stuff. Noctis went to the town repository to learn more about the conflict with the elves that got Gorman cast out of the community. Seems the dwarf, who had lived among the elves in Wilthorn, had been an ambassador to the dwarves of Bog Boldur to the east.

One day about 30 years ago, there erupted a conflict over trade fairness between the elves and a pair of dwarven clans in Bog Boldur. After the dust had settled, several elves

and dwarves were dead, and a shaky truce was re-established. Gorman, who lost his elven love Zlee'roa (Kroth's sister) in the fight, was cast out of Wilthorn. The elves felt Gorman had used his position to aid his invading kin. The dwarves felt that Gorman had not given them valuable information about the elves before the battle, which cost valuable lives. In any event, Gorman was a dwarf between peoples, which is why he had built his tower on land just inside the perimeter of dwarven territory but not within Bog Boldur. His name is reviled by the dwarves and the elves.

Andromeda and Squirk went to see the elven wizard Lonerian. When Andromeda started to ask about information regarding a way home to Forestria, Squirk rudely interrupted her and began asking the wizard about summoning an imp and making a cage for her research. The wizard gave a price, which Squirk happily paid. Andromeda finished what she was saying, but found little in the way of usable information. Her search would have to continue.

Merle, Aster, and Shade went hunting for supplies and dress-making materials. You know, the usual. Merle always wants to look nice when she violates the previously virgin body of a valued team member whom she depends upon for success and survival. Livia went to the repository to do some research of her own.

Squirk, meanwhile, had gone to a local inn to get hammered, which she did. When she became rowdy, the hostess led her to the local jail with the promise of dwarven ale. Eager for more grog, Squirk followed and was locked up until Merle fetched her and got her a room at the inn to sleep it off.

An initial meeting with Kroth netted a second, more private meeting at a special tavern later that night. The party presented their body swap issue and that Gorman wanted them to get the dress. After having Andromeda take Dolly outside, Kroth expressed his distaste for Gorman and made it clear that he had the dress and would never give it up. He then summoned Lonerian and found that the wizard would be able to get the party's bodies back where they were.

The price for the wizard's expertise would be that the party would have to gain something of great value to Kroth. It seems that many years ago, a great elven priest by the name of Eloverond came to Wilthorn seeking a place called Suor Sesh (Holy Place) located on a small island in the middle of a large pond outside of Wilthorn.

According to Kroth, Eloverond went there seeking to ascend to the heavens to be with the god of the elves, Em'Sharfhei. He never returned. Because of the tragic loss, the priests of Wilthorn proclaimed that Suor Sesh was off limits to anyone else. To that end, the Eternal Guard—special elven holy knights—guard the entrance to Suor Sesh 24/7.

Kroth indicated his belief that Eloverond had indeed ascended rather than the popular belief that he had perished. With that said, he told the party that he wanted them to go into the Suor Sesh and find one of Eloverond's most prized possessions: a Philosopher's Book that supposedly contained great knowledge. He said the party could keep anything else they found. The only caveats were that they had to do the deed secretly and could not kill any of the eternal guard while performing their task. Kroth said he would disavow any knowledge of the event if the party were caught.

Some of the Misfits wrangled with moral wrongs of "stealing" about a second before agreeing. They asked Lonerian to cast some spells on them before the job began, which would be in a few days.

A few days later, a bored Noctis decided to visit a local druid to find out more information about the ruby egg he had acquired some time ago. He arrived at the druid grove to find a dragonborn and a dwarf named Rhogar and Othewadah. Othewadah immediately began demanding his notes and journals that the party had taken when they chased him from the abandoned dwarven tower near Kheylar.

Taken aback and outnumbered, Noctis said he would go get the notes and bring them back. Before he could go, Othewadah snatched away the egg that he revealed was that of a dragon turtle. Noctis hurried off.

Also that day, Squirk picked up her caged imp and went up to her room for privacy. Eventually, others in the party were informed by the elven hostess that something was wrong with Squirk. They found her face down in a drool pool. She was unresponsive as a strange little cage with runes on the bars lay open beside her. There was a lot of surprise and fear by the party members as **SOMEONE** was going to have clean that shit up.

Anyway, Noctis was able to use his abilities to track something from the cage to the open window leading outside. He and Livia went 'a-trackin' and found a small imp in a tree eating a live bird. They quickly captured the hissing little pisser who cursed them roundly. A priest that had been called the room was unsure what to do. Lenorian showed up and revealed that her body was fine but her mind seemed gone. The priest was **NOT** happy upon hearing that Lenorian had summoned a fiend into the community.

Desperate to get Squirk some help, the Misfits took her and the captured imp to Lenorian's tower. Lenorian made a magic circle and put the imp inside. He used the magic of the circle to compel the ornery fiend to answer his questions. Through a series of questions, it was revealed that the imp had been trapped in the spellbook that Squirk had discovered some time ago, and that Squirk's consciousness was probably trapped in side.

After a lot of himhawing around about what to do, the new chick (Aster) opened the book with the blank page facing Squirk's bound and gagged body. Moments later, Squirk awoke wide-eyed and looking scared.

Will the party discover the truth?  
'Taint likely.

