



For Your Garden

The

Poodle Mulch



Progress Report

August 31, 2019

Sponsored by Super Hairy Bare Butt Paladins. A veritable tangle of righteousness!

Issue XV

With Cinnamon off tending to her schooky's football injury, the rest of the party gathered to eat their veggies and say their prayers before the DM laid down some holy justice upon them ... or some shit like that.

Squirk, fresh from enjoying a few days' worth of book nappin', awoke in Lonerian's tower. She was bound tightly, with everyone else dressed in leather dominatrix suits leaning over her. They sported evil grins while holding various utensils such as: an egg beater, cucumber, feather, salad tongs, turkey baster, and a rabbit that was scared shitless.

Squirk squeaked and began talking ... fast. Eventually, she was released when she convinced the others that she was indeed Squirk. The disoriented gnome met the two new halflings Aster and Shade before learning that Lilly had departed for the nearest dirty pool. The rest of the party filled in some blanks for the wizard. Lonerian took pity on Squirk and gave her a spell. He even offered to dispose of the pesky imp that had caused so much trouble. Awww, what a guy.

Lucieth took Livia aside and informed her that he had to take off for a few days to take care of some bizzy wizzy. He said that he would catch up with the party later. Roger would stay behind, because that's what Rogers do.

Meanwhile, Noctis informed the others about his meeting with Othewadah, who took his egg and demanded his notes back. After some debate, the party decided to hire Lonerian to quick copy the druid's notes in case they needed them later.

While this was happening back at Kroth's private inn, Shade's pooch Issa had begun barking at something outside. Try as she might, Shade could not get Issa to speak and tell her what the problem was. Damned dogs. Anyway, the halfling spotted something small and humanoid in the trees before it disappeared. Hmm.

The next day, the party went to Othewadah's to return the notes and get Noctis's egg back. Some back and forth ensued, but there was no violence. Damn it. It was revealed that the egg was that of a dragon turtle, which would be hatching in a couple of weeks. The dragon turtle needed to be in some body of water when that happened, or it would die. After quizzing the dwarven druid about the All Creator, the party decided to get to the task at hand ... assaulting paladins.

The Misfits made their way to the small lake outside of town and reconnoitered the scene. Looked like a holy shrine existed on a small, bare island in the middle of the lake. There was a dock with a rowboat on the island, and the same on the near shore. Issa began barking again, and eventually some of the party spotted a small humanoid lurking in the trees nearby. The mysterious guest leaped off through the trees. The party didn't

pursue, they had bigger taint to fry. While brainstorming, the party heard approaching horses. They hid, and eventually a pair of paladins arrived. The holy knights rowed to the island, and spoke with their buds, who rowed back.

There was a tense moment when squirk made too much noise, drawing the paladins' attention. The knights were about to discover the party when the gnome had a revelation and sent Bibble (sp) flying up and away. Satisfied, the paladins resumed their ride back to Wilthorn. Phew!

With a plan, the party split and walked underwater (courtesy of Lonerian's water breathe spell) to the island and surprised the paladins. A mighty fight took place in which the elven holy warriors were subdued. But subdued isn't enough for our adventurous Misfits. Oh, no! With every Misfit subduction comes a strip down and a binding, followed by a "bare hairy elven ass appreciation" viewing.

After dragging the unconscious paladins inside the shrine and using their bodies to prop the doors closed, the party took their sweet time discovering that the water in the center pool was an illusion. They took even longer finding the secret stairway, which Shade did successfully.

With the clock ticking, the party descended into the depths to a passageway that lead to (drumroll) a room. The room had a stone pedestal with 9 square indentions on the top with an elven inscription that read "all must be equal". There was a doorway leading out that was covered by a force field. Two more doorways lead out of the room.

After the usual party himhawing, the Misfits chose a direction and found a long room. At the far end was a small square plaque about the size of one of the indentations in the other room. Party members began entering the room, and the rhythmic pounding of something approaching hit their ears.

Livia noticed a wadded piece of paper just inside the entrance. She noticed it to be a sheet of music. She gave it to Aster, who saw her big chance. As a huge giant came into view, its intentions to smash the party clear, Aster flubbed her first attempt to play the music correctly.

A battle began with the giant, and Livia was in dire straights before Aster finally managed to play the tune correctly. The giant yawned and laid down for a nap before disappearing entirely. The plaque was recovered. It was wooden and had the elven number "2" engraved on one side. Ohh!

The game ended with 8 more plaques to go. The question is whether Merle will arrive in time to be killed with the rest of the party. At the very least, the party can take solace in the knowledge that they don't have much time before the paladin shift change takes place and they find themselves knee deep in angry holy hairy knights.

