



For Your Garden

The

Poodle Mulch

Progress Report

September 14, 2019

Sponsored by Squirk's Over-the-Counter Snubbs. Fucks
dwarven wizards in all sorts of ways!

Issue XVII

Ever wonder what Custer was thinking when he was only left with a few men that were surrounded by bloodthirsty Indians? The Misfits certainly were after they pilfered a holy elven shrine and then strolled back into town as if nothing happened. Even Custer thought that was nuts.

Anyhoo, the Misfits were taken into custody by the High Priest of Em'Sharfhei and taken into the temple. There, they were stripped and made to wear simple brown robes and sandals. They revealed the body swappin' problem they had. Of course, it didn't take long before ole Kroth got betrayed. You know, the usual.

Tossed into the clink by the elven priests, the misfits awaited their fate. Also, in the jail cell were a sleeping elf and a human named Marco, who seemed to be interested in some fine tiefling puddn'. Pissed after having missed a week yet still got imprisoned, Aster was not interested in any bullshit. She racked Marco with her little halfling foot and sent him squealing away.

That night, a small rat made its way into the cell with a note. Aster read the note: "I'm here for you. L." which she and the others deduced probably came from the party's favorite rat pied piper, Lucieth. The next morning, the Misfits piled before the high priest, who said they could earn their freedom by retrieving Gorman alive. Ready to live and all that shit, the party agreed. Dolly was all for it.

Given only their weapons and armor, the party set off east to Gorman's tower. They had Dolly try to convince Gorman to come outside because she was too afraid to go in. That worked out as well as sex in a sand pit. Our even impatient (and detoxing) Squirk got tired of waiting and snapped off a fireball at the tower. Not to be one-upped, Gorman tossed one back down at the party, which for the most part was in the perfect "fireball formation." If Dolly hated dwarves before, she really hated them after she was blasted into non-existence.

The battle was on between the party, Gorman, and about three clockwork men. The Benny Hill theme music was blaring at high volume as things got crazy. The battle advanced to the top of the tower, where a bunch of berzerkers fought to squash the party's hope. Meanwhile, a clockwork dragon had climbed up the tower and appeared to wreak havoc. About that time, Gorman appeared and things got REALLY crazy.

At one point, an injured Gorman started to fall back off the room while casting a fly spell in order to escape. Thinking fast, Squirk cast a counterspell and stopped the fly spell from working. At the same time, Noctis smacked Gorman with his weapon, sending him over the edge to the ground.

Lucieth and Roger tied Gorman up as the rest of the party finished off the berzerkers. The battle was won! The party stood and looked down victoriously over the dwarf whose only crime was agreeing to help the party swap their bodies back ... and poisoning an elven wizard.

Anyhoo, the looting began and some neat things were found. At least someone was smart enough to think about stashing loot here so it couldn't be taken away from them when they went back to the elves.

Merle, thinking on her feet, found the head, shoulders, and one arm of the burned Dolly. Squirk also found dollem parts and plans for two new dollems: "Tolly" and "Folly" inside the tower. I wonder if they can find a way to reanimate Dolly?

When next we gather, the party will return to the elves with their dwarven wizard booty and then get the hell out of dodge. Hey, at least they found the 4 whole jade rods and a slotted base inside Gorman's tower. Now, just how do they use it?

