



For Your Garden

The

# Poodle Mulch



Progress Report

October 19, 2019

Sponsored by Badiya's Skin Cream. No more "What's with the Mask?"

Issue XXII

Our party of goo dooders, still in Myrefal, finished up some brekkies before deciding to make like a fetus and head out. A nice old halfling woman named Dollopnose approached and asked if the party could deliver a letter regarding an important business arrangement to Marcus in Kentelly, since that's where they were going. The sealed letter immediately began taunting Squirk with its unreadable contents and well-sealed envelope. Dammit.

Mr. Flynn donated his magic wagon to the town to help with their rebuilding efforts, something that impressed Badiya. Mr. Flynn instead purchased a regular horse and wagon so that he could keep up with the very interesting party. With letter in Squirk's grubby gnome paws, the party set out for Kentelly.

During the trip, the party stopped for lunchies. Roger, Molly, and Squirk went snooping around for spell components and found a hillside with a strange sight. The slope was covered in rows of daisies as if they had been planted. An irregular section of the flowers was blue. Squirk noticed that the blue flowers were the highly-sought-after Cavoria flowers, which are prized by wizards and alchemists for use in making potions and such.

The odd part was that some of the flowers bordering the blue and yellow seemed to be half and half. About that time, some dude exited from a cave in the rocks and began yelling at Roger and Squirk to ambscray. Of course, trying to get Squirk to do something is the universal sign for her to start asking annoying questions while doing the exact opposite.

Eventually the rest of the party came to see what was going on. Right then, a hot chick named Karice emerged from the rocks atop the hill and began questioning the party. At her side were a couple of pooches with nice collars. Seems that the land was Karice's, as well as the flowers, The cavoria flowers are normally a bitch to grow, so seeing this many was a surprise to Squirk, who just kept on a-yappin'. A silence spell would have done nicely.

Karice was not keen on the party mucking around in her flowers, but she was keen on some otherworldly elven scantily-clad poonsky. She invited Andromeda into her crack, and Andromeda slid right in. Karice took Andromeda through a portal that led to a city. There, they talked about Andromeda's other world Forestria. The meeting was interrupted by a halfling who worked for Karice talking about how one of "the boys" had been killed by one of Lord Falkono's men. Karice had him tell everyone to lay low for a while.

Meanwhile at the flowers, Badiya turned invisible and began prowling around while Squirk did everything she could be annoying. You know, the usual. After a time, the party began to figure out that some stones located in the flowers were emitting an illusion to make

the blue cavoria flowers look like daisies. At some point, Badiya took offense to the original guard's tone and picked a fight. As the party began to square off, Karice and Andromeda emerged from the crack at the top of the hill. Tempers flared, and the fight was on! Karice backhanded Andromeda for betraying her, causing Lucieth to launch forth to the attack.

Heyou was taken down by a quick fireball, and the dogs were put to sleep and killed. Karice was knocked down by Lucieth Dragonstunfist. Livia was able to scope out the goodies she had before a winged angelic creature appeared and swept her away. Livia did manage to get her hands on a nice longbow.

After Andromeda explained what had happened with Karice, the party went to the cave on the hill to inspect things. They found a doorway to an inner chamber that was blocked by a magical force field. While trying to dispel magic on the barrier, Squirk felt herself straining terribly. She began to fear that she had contracted "Wizard's herpes" as she called it. Catchy.

After some lengthy experimentation involving Brynhildr and Roger casting spells, detective Squirk discovered that the gems in the dogs' collars were somehow to blame. Within a certain distance of the gems, any arcane spell cast would cause the caster to strain and the spell to either fail or go awry. Not only that, the more arcane spells that were cast near the stones, the more they fractured.

The Misifits explored the cave and found nothing they could use. After Noctis had destroyed nearly all of the Cavoria flowers that he couldn't fit into the bag of holding, the party decide to move on. Tired of farting around, Noctis took Dollopnose's letter from Squirk and steamed it open. Fucking nosy kobolds. The letter identified the party member, emphasizing Squirk as being a wizard.

The Misifits eventually came to the border, having been pre-warned by some travelers that Blackmel and Brighkly had been at war for a short time and that the people of Brighkly were not keen on wizards at all. Seems that a Blackmel wizard had been killed months ago in Barrackus to the north, and things escalated into open warfare.

Sho 'nuff, the guards at the Brighkly border asked everyone where they were from, especially Blackmel, and if any of them were wizards. Having prepared themselves, Squirk and Roger said "nuh uh". Roger was as cool as a lonely widow's cucumber. The party got the same treatment at the walls of Kentelly. The party entered and found the city to be a place where gambling took place on literally everything.

Settling in, some of the party members did some 'vestigatin' and learned a little more about the short war with Blackmel. There were wizards who lived in the city, mainly in the Fingers of K'Tash, the god of magic. Those wizards allowed within Kentelly were first questioned by a city official to see if they could be trusted. Every green lit wizard would then have to wear a gold bracelet that identified them as being okay.

Having some reservations about whether to join an order of knights who might be prejudiced against wizards, Livia talked with Lucieth, who gave her some fairly sobering advise. See what I did there with the sobering bit? \*DM grin\*

Sans Squirk, Roger, Lucieth and Mr. Flynn, the others visited the Finges of K'Tash and met with the top wizard, a halfling named Roundchop Wyrmbane. He explained the sad situation that he and his fellow wizards are facing and how the actions of some bad eggs had made an already jittery population even more so.

When Livia explained the encounter with Karice and spoke of the Cavoria flower haul and the magic inhibiting gems, Roundchop was quite interested. He offered to train Livia's unnamed friends in return for the information and for letting him study the gems. Livia was quite happy to oblige.

When we broke off, the party had decided to exit Kentelly the way they came, circle around to another gate, and then have Roger and Squirk enter after admitting they are wizards.

Each night you sleep before our next game session, I want you to picture a disgruntled fat DM wringing his hands in the evil anticipation of the torture he shall bring upon you all. It will be glorious ...

The real question is ... "What's with the mask?"

