



For Your Garden

The

Poodle Mulch



Progress Report

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Sponsored by Squirk's Nervous Wizard Sweat. When you're absolutely sure you're going to be arrested!"

Issue XXIII

When you look around and realize that everyone hates wizards, what do you do? If you're Squirk, you do a looooooootta talking. With Livia of doing Livia things, the rest of the party in Kentelly decided it was time to come clean with Squirk and Roger being wizards. The only thing more nervous than Squirk was Roger.

After a lotta squirming and fretting, Squirk and Roger re-entered the city and admitted they were wizards. They were taken to a room in the city courthouse, where they were questioned by Hans Baltar. He brought a candle of truth that went out if someone lied. The only time it went out was when Roger said his name was "Roger." He then begrudgingly admitted his name was QPORO1255, which was his Boreoan designation. He had chosen Roger to fit into societies outside his own. Ain't he the cutest THANG?

Well, it was training time, so everyone who need some went about finding trainers. Andromeda and Merle found Ongus Crackjaw, a half ogre who loved him some Ostriches. He was a good ole boy chock full 'o barbarian advice. Noctis found a recommended blood hunter by the name of James, who looked a little bit worse for wear but knew how to cook eggs. Squirk and Roger made their way to the Fingers of K'Tash, the local wizards' guild, and found a rather strange ape conjurer named Ghaizogg. Seems that he had been a slave of some mind flayers years ago. He had learned from then and escaped before being taken in by Roundchop Wyrmbane and brought to Kentelly. He was happy to offer some training.

Livia, the star of the show, made her way to the main castle of Kentelly, where she finally remembered the name of the fallen paladin Turollos's lord, Exli Borast. Exli is the head of the 12 Knights of Kentelly. He was quite happy at gaining closure to Turollos's sad tale and was eager to help Livia achieve her goal of becoming a paladin of Vor among the Kentelly knights. He even invited her and her friends to dine with him and talk about their adventures.

That night, they all gathered at the castle and regaled Lord Exli with their exploits, including saving Myrefal from the naughty dragons. The Kentelly lord was pleased and said that Livia had started her journey toward becoming a knight. But if she were going to be a knight from Kentelly, she would have to perform a deed or two that would endear her to the locals. He called in fellow knight Igan Di Loar, a shifty-eyed and fidgety sort of man; must be up to something, eh?

Lord Di Loar had a missing cousin named Linus, who had traveled west to broker a deal with some lumberjacks; been about three weeks. He also spoke of a village on his lands

called Tiriale, the citizens of which had been complaining about bandits. Livia and the companions decided they would be glad to help after their training was completed.

With the other training, Badiya met a tribeswoman from the Salli tribe (Rouya Shakibaii) of the Gloridon desert. She turned out to be a Outhiasta, or "Witch Hunter". Turns out she had come to the lands of civilized men to seek fortune for her fame and her family. She talked of how she had been hired to track and gain information on local wizards, but not to harm them. Badiya found that odd, considering the tense atmosphere in Kentelly. Rouya also mentioned that her employers had asked her to begin tailing a priest, which was odd. But they paid her well, so she didn't argue.

Another piece of information that Rouya disseminated to Badiya was her belief that the efreeti lord that attacked Badiya's tribe (named Wahhaj Fowda) matched the description of such a being she had heard about living in the Pentledos Mountains in the Dwaflands to the north.

A few days passed, in which Badiya had some of the copper dragon blood enchanted and used to tattoo his face, Brynhildr created some enchanted dragon scale plate armor, Merle got some new greaves, and Mr. Flynn enjoyed the heck out of his food and drink.

Ever on the job, Squirk did some research and found a retired wizard named Jonokar, who had quit using magic because he had been stricken with the wizard illness. The wizards had found that if they stopped using magic, the illness stopped functioning and they felt better. Jonokar had taken up a job as an assistant curator of the local cemetery, which had recently experienced rash of grave robberies.

Using her best Roger Rabbit voice, Squirk begged Jonokar for some of his blood so she could try to research the illness. He agreed, and Squirk was happy. More importantly, it shut her up ... at least for a while. She gave the blood to Noctis, who began working on separating the elements to see what was in it aside from Kendow Spice and Cavoria Flowers. Nice teamwork, all.

So later on, the party got to meet Rouya, whom Merle took a liking to. There was hissing, and growling and snapping and shaking. Merle even put her knife on the table. Oooo. Squirk began interrogating Rouya in typical Squirk fashion. The party learned that she had a particular set of skills concerning finding wizards. The party also learned that wizards who channel arcane spells through their bodies, which happens whenever they cast spells, a residual trace of energy is left in their bodies for a time. This is what the Outhiasta honed in on in order to find and identify wizards.

Squirk and Merle decided that they didn't like Rouya, who seemed quite interested in Merle's battle axe. Gosh, I sure hope a conflict between Merle and Rouya doesn't crop up. *rolls eyes*

It took a few tries, but Noctis was able to call upon his bloodwork and alchemical expertise to separate some of the elements from Jonokar's blood. He found the elements of the Cavoria Flower, the Kendow Spice, and (drum roll) mummy dust. *gasp* Also, the party found that a local priest of Ianlia named Niane Catherry was killed by a local wizard (as identified by passersby) named Kuffi Wallon.

Anyhow. When Rouya left, Badiya followed her to a house a few blocks away. She went inside and spoke to a couple of guys. Using his cloak of invisibility and monkish stealth abilities, Badiya followed one of the twins (Valki) out of the house to Castle Ermmentavis and eventually into the room of someone named Lord Blanneth Du Graff. Valki reported that things were in motion and that he had concerns about Rouya. Du Graff said to leave her be unless she became a problem.

When Valki left, Du Graff went to bed. Badiya began doing some 'vestigatin' and found a half-written letter from Du Graff to a "Lady Gwencalon" saying that things "were beginning" and that the sacrifice of her servant will not have been in vain. Very ominous. After almost revealing his presence by dropping some ink, Badiya decided to ambascray and tell the party what he'd found.

The next night, Rouya advised the party that the wizard Kuffi had been found dead with a sword wound in his back, and contusion on the back of his head, and poison on his lips. Rouya also said that she would no longer be working for the twins after Badiya told her about their connection to all of this. Badiya also decided to hire Rouya to stir up the twins a little and then meet him a couple of days later at a bridge outside of town.

The party learned that two priests of Ianlia had attacked and killed a local wizard. Things were beginning to get dicey. Squirk managed to contact Filoriac the necromancer living in Dirolg to advise him of what she had found with Jonokar's blood. Also, Livia bumped into her old friend Protorith. You know, the one you all supposedly killed? Buuahahaha!

When we left off, the party was close to completing their training so they could begin their search for Linus and help the people of Tiriale. Will they make it through the intrigue that's nipping at their noses? Will Squirk survive? Will you all ever find out where Pauly is? Will the secret of Lucieth's little excursions away from the party ever be revealed? Will anyone ever bring the DM some free chicken nuggets with extra barbecue sauce?

Doubt it.

