



For Your Garden

The

Poodle Mulch

Progress Report

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Issue LXVI

Today's episode of "As the Misfit's Procrastinate", we found our intrepid adventurers at the Labyrinth of Gates trying to figure out how to get through a pair of double doors that they hoped would get them to the promised now. No, I don't mean Wal Mart.

Quill had turned itself, Lykos, and Noctis ethereal before trying to go through the mountain. When that didn't work, Noctis touched the double doors with an arrow and triggered a response. The two golden dragon reliefs on the doors popped out and became real ethereal dragons that proceeded to hit the trio with their breath weapons. And man, it wasn't pretty.

After some pleading with the dragons that it was a mistake, the trio managed to scoot off to safety so that they could re-evaluate their situation. And no, I don't mean that doofus "The Situation" on Jersey Shore. Thus began the great fark around, in which the party ate up an entire gaming session trying to tiptoe around what they thought was an unwinnable battle.

Disposable Bolinda, as she started being called in High School, took an invisibility potion. When sunset arrived, she followed Voracianus and his two giant doxies through the double doors and managed to get inside before they closed. She found herself in a magically lit hallway of huge proportions. The walls, ceiling, and floor were covered in big arcane markings sealed with some clear covering.

Bolinda then followed the giants down, down, down for about two miles before the passageway leveled off and came to a "T"; two smoky golden arches to the left and right, and one golden arch ahead which showed a large room with a raised platform topped by a very big polyhedron, a staff, and a giant-sized scroll tube. They looked positively delicious.

Having not lived this long by being stupid, and after having fallen through a magic pit that allowed her to achieve terminal velocity before smacking into the floor, Bolinda teste the entrance of the center arch by tossing a ball bearing through. It disappeared. She then poked an arrow through. When she pulled it back, the end that she had stuck through was frozen. Kinda makes ya think, huh?

Bolinda did the same thing with the arch on the right but the arrow had no ill effects. With a bored shrug, she sashayed through the mists and was gone. She reappeared sometime later in Bastian, a city she had never been to in the Kingdom of Dockrawlin. With some investigating and deduction, she realized that Onthgeloom and Tarkoff's tower were nearby. She clicked her heels together and said "There's no place like Tarkoff's" and teleported there.

She spoke to Piddlebon the gnome wizard, and explained the situation. But as she spoke, Bolinda and Piddlebon realized that she had a big gap in her memory. That gap happened to be any information regarding the Labyrinth of Gates. Piddlebon went into her mind using a spell and verified the gaps. Hmm.

The party, after spending the rest of the night playing Chutes and Ladders, assumed Bolinda was dead and then slept very well, thankyouverymuch. They would have to think about what to do next in the morning. To kill time, Quill got its scrying on and used Voracianus's scrying pool to look around a bit. It saw some nice fellow at a pool reaching for something, and the statue of a sphinx in the desert with something in its mouth. Unfortunately, Quill got tired and had to quit. Shame.

Bolinda got up the next morning and had brekkies with Piddlebon and Tarkoff, who was eager for news about what the party had accomplish. The foreign fugitive was disappointed to receive no information at all. Poor baby. Anyway, Piddlebon teleported Bolinda to the Labyrinth of Gates, leaving her to piece together what had happened with the rest of the party.

While the party him-hawed around about what to do, Quill spoke with Voracianus and tried to "philosophize". Eventually, the demi-god picked Quill up and let it go into the scrying pool. Quill ended up somewhere in Maharool, where it met a farmer who told it where it was. After helping the farmer remove a stone in his field, Quill recalled itself to Kentelly and its temple there. Quill contacted the party, and they came to the temple.

There, they found that the fighting between Brightly forces and those of Blackmel were raging on. They also learned that the fighting between priests of various gods and the rogue seven gods was continuing. The party eventually poofed back to the labyrinth to plan anew.

Andromeda suggested that they speak with the two gold dragons on the doors to see if they would allow passage. What a cool idea! When asked if they would allow the party through, the dragons whispered that they would, for a price. That price, of course, was the death of their master Voracianus, who had trapped the dragons in the door.

While thinking of what to do, they party met the rest of the visitors to the Labyrinth of gates, including an abjurationist, a philosopher, a witch doctor, and a $\frac{1}{2}$ orc monk who wanted to go to other worlds so he could test his battle prowess against others. The monk agreed to help the party in return for knowledge on how to use the gates. He also did not want any of the others to know about the impending attack on Voracianus. The deal was made.

When we ended the session, the party was about to "GET HIM!"

