



For Your Garden

The

Poodle Mulch



Progress Report

November 2, 2019

Sponsored by Ye Olde Pep Boys. Able to fix monk wagons in a jiff!"

Issue XXIV

Six days of training later, our intrepid adventurers did some mopping up in Kentelly before they went lookin' for Linus. Squirk, with the rest of the party in tow to prevent Protorith(?) from picking everyone off one at a time, proceeded to the Fingers of K'Tash to speak with a wizardly researcher about the blood results that Noctis discovered.

They swapped stories about the disease, mainly that the wizard felt the disease was manufactured. Now that they had additional information, they were one step closer to finding how it is made before coming up with an antidote. He also told Squirk that the amber gems were common gems that were used to imbue with magic because of their longevity. He revealed that there is a strong enchantment with the stones, called Soran Stones, that strengthen the barrier between this plane and those of the positive and negative planes (which is where magical power is drawn from and channeled through arcane casters). This explained why Squirk and Roger were having a tough time casting spells.

Andromeda and Merle's trainer informed them that a relative of his in Blackmel learned of an attack on a wizards' assembly by men dressed in Brightly colors. Two wizards were left dead and many injured. Things are about to get ugly.

With Lucieth not having returned, and Badiya off looking for Rouya, the rest of the Misfits did some 'vestigatin'. They spoke with Exli about Linus and where he had gone, which was west to speak to some lumberjacks about some taxes. The Misfits then went to Lord Di Loar and grilled his drunk ass (and the rest of him, too) concerning his relationship to his cousin Linus. Di Loar didn't seem too concerned with finding the lad.

Eventually after gearing up, the Misfits finally left town and headed west. Hey, at least Mr. Flynn was making progress with the group painting! Nearing dusk, the party came upon a lumber mill to find a pissy father and his two strapping boys working hard for their money. Papa wasn't too friendly when asked about Linus, and he didn't seem to be too happy at the mention of Lord Di Loar. Of course, Squirk used her powers to piss off anyone and everyone, especially lumber daddy by calling him a liar. Getting nowhere with him, the party moved on.

Eventually, they came upon a northwestward road and took it when Noctis found some fresh boot tracks. Down the road, they found four crucifixes with a pair of human and orc skeletons. Hmm. The next morning, the Misfits came to a river and a bridge. Scattered nearby the bridge were an elven female, some human males, and a bunch of orcs.

The party didn't shoo when the elven chick told them to. Therefore, they had to be attacked and killed. It's the Misfit way. After a long battle, the Misfits were victorious.

A couple of orcs got away on horseback. The party rested in a nice, comfy Leomund's Tiny Hut. When next we meet, there will drama, emotion, adventure, and Pat letting Mike play his character without interference. The DM gives his word on that.

Oh, and Squirk will be a chatty Cathy, as usual.

