November 30, 2019

Sponsored by Andromeda's Riot Police. When you need to get the bitches out of your way!

Issue XXVIII

Our session resumed with Squirk continuing to remain much more quiet and less sassy than usual. With the party setting upon some retreating slavers with the slaves, the battle continued.

The .5 orc slavers were dispatched, forcing the enemy chick to flee for her li'l life. Meanwhile, Squirk and Lucieth found some keys and freed the slaves, including a human chick with one eye that she fixed upon getting her stuff back. The important part was that she wasn't getting in the way of the Misfits as they pursued the chick. Hey, at least she couldn't pronounce Noctis's name correctly. Kept calling him "Noxious". Bath time for da kobold!

After Brynhildr healed the party members and some of the, Lucieth took the slaves out of the temple to the wagon where Mr. Flynn and Roger waited patiently. The others continued to pursue the chick through some corridors and then down into the dungeon where they had entered in the first place.

With Merle and Andromeda in the lead, the Misifts traveled through the narrow underground passageways and came to a room with some ants and Aspsis warriors. The fight took a while, but the party prevailed and even stopped long enough to speak with Margarita the free slave. She seemed like a nice enough sort, and she hadn't attacked the party or touched the loot, so they let her tag along. What a nice party.

As the Misfits took a breather, the chick and another mind flayer appeared and began attacking. A short fight occurred before the Illiathid winked out of sight and the chick bolted in the other direction. You know how slaver chicks can be ... flighty.

Never one to let a slaver chick get away, the party pursued and came to a sewer. In the central pool were a pair of Otyughs who attacked. Things got a little shitty, with Andromeda slipping into the goo and nearly swallowing a sample. Yum! But, as you knew they would, the party prevailed. Squirk used prestidigitation to clean everyone off, and everything was rosy again.

With only a few berserkers left, the party moved along a ledge above the flowing sewage. Two of the berserkers triggered a false ledge. One of them made it out while the other was sucked into a drain and was lost for good. Showing her skills Margarita was able to foil the trap from further mischief by jamming a javelin in the spring. Now THAT'S skill, baby!

Probing further, the party came to a room with orcs playing Uno. One of the noticed Noxious, and they rose to attack. That's when the game was ended for the night.

Will Andromeda get to taste the sweet turd of victory?

Will Livia be able to wait another week before summoning more sacrificial beserkers?

Will Noxious ever live down his new nickname?

Will Merle ever be reunited with her Tivi-Bear?

Will Squirk turn back into her old chatty Cathy self?

Will Margarita last more than a session or two?

Will Curtis finally achieve the TPK that he's dreamed of for so long?

Ya never know.

