

# The Barrowmaze

## Session 60 27-03-25 The Wild Dogs of The Redwood – part 2

Next Session 03-04-25 19.00

Sunday the 22nd day of Setherius, 11:10, The Redwood, battling packs of Wild Dogs.

As the new group of snarling Dogs race into the clearing from the east, Fenella begins casting another spell. Arnd completely misses his backstab from his excellent concealment, perhaps unwittingly jostled in the crowded melee. Two Dogs from the west rush Fenella, snapping and snarling but amazingly both miss even while Fenella is concentrating on casting her spell, truly the powers of nature are with the Druid today.

Multiple attacks from the Wild Dogs miss or are fended off by Leo and Gerald's fine armour as Gerald shouts, "Lyntern, protect Fenella," while attacking the Alpha Dog and completely missing it as one of the savage animals speeds in to menace the unguarded Shadwell tearing into him and forcing him unconscious to the ground in a bloody mess (0 hp).

Tied up in melee the others cannot assist right away as Leo kills the Alpha Wild Dog with a furious slash of his magical blade while a dutiful Lyntern, noticing Shadwell fall, leaps instead to protect Fenella as he was instructed, unfortunately missing his snarling target.

Fenella's Entangle spell hits the group of Dogs to the east, covering them in a 40 ft diameter circle, the very roots of the forest floor lifting and wrapping the squealing, whining animals firmly in place as the Druid commands. Most of the Dogs are powerless to resist and are firmly imprisoned but two of them begin to struggle slowly towards the edge of the new growth.

Lyntern, having successfully drawn some of the attention from Shadwell and Fenella is now surrounded by three of the Wild Dogs but he fends them off heroically as Sir Leo, now free to attack thanks to Fenella's Entangle spell, moves quickly to the west to support Lyntern.

Gerald rushes to impose himself between Shadwell's bleeding body and the attacking Wild Dog but fails to hit it with his sword. Fenella is bitten for a light wound but she steps back effortlessly into the dense undergrowth out of the Dog's reach. She manages to slit the throats of the two paralysed Wild Dogs while skulking in the dense undergrowth.

Lyntern slashes heroically at his three assailants yet doesn't manage to connect as Arnd backstabs another Dog almost killing it but not quite, whilst another dog damages its teeth on Leo's armour.

Lyntern takes a light wound from one of the savage Dogs he is fighting but misses his return strike as an over-confident Arnd attacks again and misses embarrassingly, but it's ok since nobody can see him. Fenella emerges from the undergrowth narrowly avoiding a Dog attack. Another Dog tries to attack Gerald, but bumps into the ultra-camouflaged Arnd, confusing its attack. Distracted by Gerald's intervention the Dog attacking Shadwell goes for Leo instead, and misses. Sir Leo takes a mighty swing killing the creature immediately.

Hearing howls and barks in the surrounding forest Gerald declares, "we can't move Shadwell, this is our stand!"

Brandishing her spear Fenella steps forward to join the melee, whilst noting that the Entangle spell is about halfway through its duration as she swiftly stabs and wounds a Dog with The Spear of The Druid.

Both The Hammers and the animals miss each other multiple times but Fenella takes a slight wound from her assailant, no worry to her since complete safety is a mere few steps away.

Arnd finding his eye again, viciously backstabs and murders a full-health Dog in a single deadly strike while the others behold a horrific sight as Lyntern is seriously wounded and bloodied by the Dogs attacking him!

As if in recompense Fenella disdainfully spears another Dog almost killing it. Leo notices that Lyntern has taken a severe wound but the Knight still has a Dog attacking him so he carries on battling his attacker, hitting and wounding the animal but still engaged in melee and unable to assist his noble charge. Fortunately, Lyntern may be a dashing hero in the making but he is also an imperially trained fighter and therefore no reckless fool, so following the drill learned painfully on the training grounds, he makes a fighting withdrawal back towards the main group of The Hammers while Sir Leo nods approvingly.

Sensing the opportunity, Gerald steps quickly away from the fallen Shadwell and Lays Hands on Lyntern miraculously restoring him to full health. The young man is never going to stop talking about this battle!

Shouting joyfully, "glory to Gerald and St Ygg!" Lyntern springs forward, eyes shining with purpose and determination, to attack the Dog menacing Shadwell, killing the wounded beast in a single stroke and enacting Gerald's tactical plan no doubt exactly as the Paladin intended.

Arnd brutally backstabs and kills yet another Dog as the remaining pack falter and flee as quickly as they are able in the face of their determined foes. The still entangled animals struggle to leave their entrapment away from the heavily armed adventurers. As his opponent turns to flee, Leo strikes hard making its "departure" somewhat more immediate as its bloody corpse collapses to the ground.

The remaining western Dog retreats, scurrying low to the ground and with its tail between its legs, to the south. Gerald tries to shoot one of the Entangled Dogs with his bow and misses of course. Fenella joins the main group as Arnd reappears, deactivating the clasp of Elvenkind.

They quickly attend to Shadwell and Fenella takes a close look at their fallen henchman. He is almost dead (0 hp) but there is a flicker of life yet in the sturdy fellow. If he remains unmoved and attended to overnight he will become healable with arcane or religious magical cures. The Entangle recedes and the Wild Dogs flee, yelping pathetically and sometime later Fenella's Wall of Thorns collapses leaving behind five very dead Dogs.

Gerald and Leo discuss making a defensive area where they are, fortunately in a choke point between two dense undergrowth areas. There is plenty of adequate quality firewood but Leo is a little ambitious with his expectations of the number of fires possible for a whole night. They settle on two, one on each side and flanked by their watch. Leo notes that they can still hear yips and howls from further away around them, so there are obviously still packs of Wild Dogs at large.

They busy themselves collecting wood and organising the fires. Every now and again Lyntern checks himself for wounds and grins stupidly recalling Gerald's amazing heal mid-battle. The young noble enthusiastically joins in the wood gathering. Fenella is wounded so she casts a CLW on herself for a partial cure.

It is only midday so they have plenty of time before dark to reinforce the camp and they wisely use their time to improvise traps and hidden obstacles from their rope, pitons and daggers, carefully concealing the weapons and spikes in a perimeter of sharp steel flanking the fires. They set a watch rotation of two hours, with two awake at all times, one group on each side.

They decide that Fenella should sleep to ensure she is able to refresh her powerful spells and cures by dawn (6 hours uninterrupted sleep necessary).

Ruefully pondering his situation, Gerald realises he didn't make a single sword or bow strike during the entire battle, which is more than disappointing to the proud holy warrior. He wonders if this is all somehow part of St Ygg's plan for him. Perhaps the deity wants him to become some sort of priest since the healing part is all that has worked for him today, at least beyond being a heavily armoured target. In any event, he is confident that his god will not fail him, his Laying on of Hands will be there for him again at dawn and the night ahead may well provide more chances to make up for his poor luck during the last fight.

The Hammers set their fires and watches and settle warily in for the night ahead.

Sunday the 22nd day of Setherius, 21:00, The Redwood camp.