

## The Hunt

A Labyrinth Lord Quick-Play Adventure  
A simple boar hunt in Eldwood sees the heroes go from hunters to prey.

### THE HUNTING PARTY

You've agreed to join Sir Rudrigg, a Larmian noble, as his retinue on a boar hunt within the Woods of Larm. The Larmian Hunt is a yearly event held amongst the minor nobles and merchant-lords of Larm. The object of the hunt is to fell the largest boar before day's end. The winner of the hunt receives 500 pieces of gold, with another 500 to be divided among his retinue.

Sir Rudrigg has equipped you with spears (DG 1d6) and loaned you fleet footed steeds to aid you in your trek through the Woods of Larm [AL N, MV 240' (80'), AC 7, HD 2, #AT 2 hooves, DG 1d4/1d4, SV F1, ML 7].

In the chill of the early autumn morning, you set off, along with Sir Rudrigg and the other noblemen along with their respective parties towards the woods.

### RUDRIGG'S SECRET

Unbeknownst to the players, Sir Rudrigg hides a dreadful secret. Upon last year's hunt, Sir Rudrigg became separated from his retinue while chasing down a particularly large boar. In a small clearing in the woods the nobleman and boar clashed. Sir Rudrigg sustained near fatal wounds at the end of the huge boar's tusks yet managed to escape back to Larm. Unfortunately for Sir Rudrigg the beast he faced within the clearing in the woods was no mundane boar, but a lycanthrope named Derius. Derius managed to infect Rudrigg with lycanthropy, turning the nobleman into a wereboar.

Now, Derius and Rudrigg wish to use this year's hunt to infect more humans, thus increasing their numbers. With the coming years, Derius hopes to use the lycanthropic retinues of the hunting noblemen to infect the noblemen and merchant lords of Larm, thus covertly taking the town of Larm, and establishing it as a wereboar bastion.

Derius' plan calls for Rudrigg to lead the players within the clearing in the woods. There, Derius and Rudrigg will attack the human players, hoping to infect them with the Disease, and using the aid of summoned boars will kill any demi-humans (which cannot become lycanthropic).

### THE CLEARING

The afternoon drags on and still Rudrigg and his party have spotted no prey when all of a sudden the nobleman lets out a cry of excitement. Pointing westwards he urges his retinue to follow as he dashes madly through the trees. In a few short moments though, it will quickly become apparent to the players that the nobleman has greatly outdistanced them.

Trying to track the nobleman's direction will at first reveal a westerly route yet soon enough apprehension sets in as the

players discover Rudrigg's steed, yet the nobleman is nowhere to be found. Trekking further westwards reveals additional discarded objects which belonged to the nobleman (tabard, spears, chain shirt). Following these items will eventually lead the players into a clearing at the center of which they find Rudrigg's clothing.

Suddenly, from the encircling trees, two huge boars (Rudrigg and Derius) as well as 2-4 smaller boars spring into the clearing. The smaller boars move to attack any demi-humans first with the two larger boars concentrating their assault on any humans in the party.



### THE AFTERMATH

If Rudrigg and Derius manage to seriously wound (50% or more of each players' max hp) most of the humans, they will retreat back into the forest and let the Disease run its course (see Labyrinth Lord RPG p.85). If the infection is successful, only a *cure disease* spell cast by an 11th level cleric will cure the lycanthropy.

If the players manage to slay the boars, they will be surprised by the strange transformation that overcomes the two large beasts. Upon death both shed their "animal" forms and assume their human appearances. Although one of the shape-shifting beasts is unknown to the players (Derius), the second large boar's human form reveals itself to be none other than Sir Rudrigg.

### ANTAGONISTS

**Derius (wereboar):** [AL C, MV 150' (50'), AC 4 (9), HD 4+1, hp 22, #AT 1 tusk, DG 2d6, SV F4, ML 9] May summon 1-2 boars. +2 to attack rolls when enraged. Immune to attacks from normal weapons but harmed by spells, silver, and magic weapons and items.

**Sir Rudrigg (wereboar):** [AL N, MV 150' (50'), AC 4 (9), HD 4+1, hp 19, #AT 1 tusk, DG 2d6, SV F4, ML 9] May summon 1-2 boars. +2 to attack rolls when enraged. Immune to attacks from normal weapons but harmed by spells, silver, and magic weapons and items.

## THE HUNT

**Boars (2-4):** [AL N, MV 150' (50'), AC 7, HD 3, #AT 1 tusk, DG 2d4, SV F2, ML 9

### SPOILS OF VICTORY

Within Rudrigg's discarded items the players will find a Potion of Healing (1d6+1), as well as a magic spear +1. These two items may be found wherever the GM wishes, between the time the player find Rudrigg's riderless horse up until they happen upon his discarded clothes within the clearing.

Should the players think of checking Rudrigg's steed, they

may discover the following item;

**Horseshoes of Speed:** These are magical, iron horseshoes. Any horse shod with Horseshoes of Speed will see their speed doubled. For every league traveled, there is a 1% chance that one horseshoe will drop off (reducing the speed increase to 150%). If two horseshoes are lost the animal's speed returns to normal.

If the players return to Larm and relate their adventure to the proper authorities, they will still receive the 500 gp they were promised and will be entitled to keep Rudrigg's loaned steeds.