

THE HUNT

The Hunt

A Swords & Wizardry Quick-Play Adventure
A simple boar hunt in Mystwood sees the heroes go from hunters to prey.

THE HUNTING PARTY

You've agreed to join Sir Rudrigg, a aradanian nobleman, as his retinue on a boar hunt within Mystwood. The Mystwood Hunt is a yearly event held amongst the minor nobles and merchant-lords of the region. 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 boar spears (1d6, +1 if used 2H) and loaned you fleet footed steeds (AC 7 [12], 2 HD) to aid you in your trek through Eldwood.

In the chill of the early autumn morning you set off 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 his keep. Unfortunately for Sir Rudrigg the beast he faced within the clearing in the woods was no mundane boar, but a lycanthrop 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 party-members, noblemen, and merchant lords of the region, to covertly take the area and establish it as a wereboar bastion.

Derius' plan calls for Rudrigg to lead the players within a clearing in the woods. There, Derius and Rudrigg will attack the party, hoping to infect them with the *Disease*, thus increasing their numbers.

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 humanoid boar-like creatures (Rudrigg and Derius) spring into the clearing. The porcine monstrosities move to attack, assaulting the party with their infective bite, hoping to infect as many party members as they can before retreating back into the forest.

THE AFTERMATH

If Rudrigg and Derius manage to seriously wound (50%+ of each players' max HP) most of the party, they will retreat back into the forest and let the *Disease* run its course (see S&W p.51). If the infection is successful the GM may allow a *Cure Disease* spell (3rd level cleric spell) to cure the lycanthropy.

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

ANTAGONISTS

Wereboars (Derius & Rudrigg): HD 5+2 ; hp 37/25; AC 4[15]; Atk 1 bite (2d6); Save 12; Move 12; CL/XP 6/400XP; Special: Lycanthropy.

SPOILS OF VICTORY

Within Rudrigg's discarded items the players will find a Potion of Healing (cures 1d8+1 hit points of damage), as well as a magic boar spear (+1 to Hit and damage).

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 double a horse's movement rate. Usable by: horses.

If the players return to town 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.