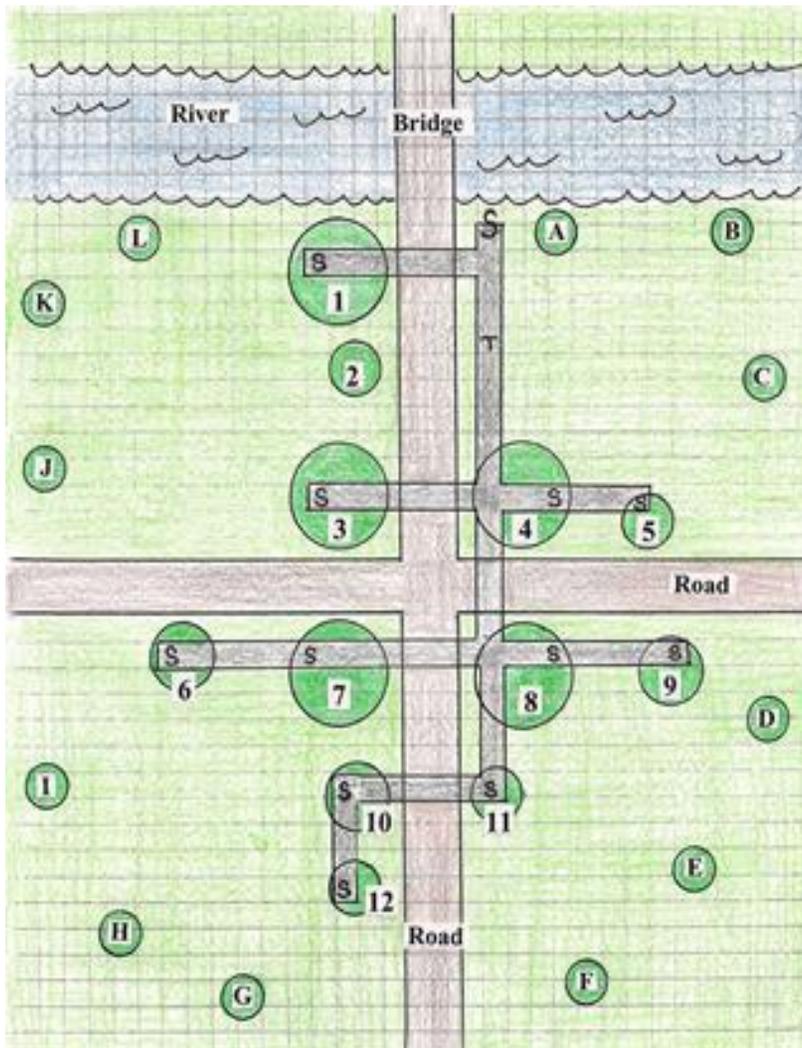


Halfling Hunt by Jeff McKelley. A 2015 One Page Dungeon in the spirit of Monsters! Monsters! A contest-type adventure for evil PCs, preferably orc/half-orc fighters or other DM-approved monster.

For years, they have invaded our dungeons, lairs and temples. They have killed our families and friends and stolen our treasures. They have even destroyed our Precious circular object. Now, it is payback time.



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Mission: Lay waste to a Halfling village, killing as many Halflings and dogs as possible. Players score two points for each Halfling they kill and one point for each dog they kill. The surviving Player with the most points at the end of the adventure wins the contest.

Bonus points: Halflings are known to possess magical rings. For each magic ring a Player collects, they earn five bonus points. At the DM's discretion, 10 bonus points may be awarded to a Player that kills another Player. They are evil after all.

Map: The gray-shaded passages connecting areas 1-12 are Halfling-sized escape tunnels underneath the village. The tunnels lead to boats on the river near the bridge.

S-Secret Door leading to escape tunnels T-Tunnel Trap-Stones fall, block tunnel

Halfling Homes, A-L: Each home has essentially the same layout. Homes are inhabited as below, roll d6. All Halflings will either have a weapon or be able to improvise a weapon. If the alarm has been raised, the Halflings will attempt to flee to the river and escape by boat.

1-2 Halflings, 2 dog	2-4 Halflings	3- 4 Halflings, 2 dogs
4-3 Halflings, 3 dogs	5-2 Halflings, 4 dogs	6- Empty

Halfling Village, areas 1-12. Areas are inhabited as below, roll d6. As before, all Halflings will either have a weapon or be able to improvise a weapon. If the alarm has been raised, the Halflings will attempt to flee through the secret tunnels to the river and escape by boat.

1-6 Halflings	2-5 Halflings, 2 dogs	3- 6 Halflings, 4 dogs
4-8 Halflings	5-4 Halflings, 4 dogs	6- Empty

1. **Mill/Brewer:** No ring here.
2. **Bakery:** The baker possesses the Bun Ring, which can be used to cast Create Food and Water once per day.
3. **General Store:** The store owner possesses the Won Ring, which has a 1 in 3 chance to act as a Stone of Good Luck during the day for the wearer; roll once for entire day.
4. **Village Hall:** The alarm is in the Village Hall.
5. **Jeweler:** The jeweler possesses the Fun Ring, which can be used as a Wand of Wonder twice per week.
6. **Blacksmith:** The blacksmith possesses the Ton Ring, which can be used to give the wearer Hill Giant strength once per day as if they drank a potion.
7. **Tavern and Stables:** The tavern/stable owner possesses the Run Ring, which can be used to give the wearer double Speed once per day as if they drank a potion (no aging effects).
8. **School/Library:** The librarian possesses the Wan Ring, which is Cursed, lowering strength and constitution of wearer by 2 and slowing the wearer to a movement rate of 1/2 normal rate.
9. **Church:** The village priest possesses the Sun Ring, which can be used to cast Light and Pyrotechnics once each per day.
10. **Carpenter:** The carpenter possesses the Pun Ring, which is Cursed, lowering charisma and intelligence of wearer by 2 and incurring the wearer with an armor class penalty of 2.
11. **Weaver/Tailor:** The weaver possesses the Spun Ring, which can be used to cast Web and Spider Climb once each per day.
12. **Mage/Herbalist:** The mage/herbalist possesses the Stun Ring, which can be used to cast Shocking Grasp once per day Lightning Bolt once per week.