

THE HUNT

Adventure on a single page #7

Texts & drawings: Jan Van Houten
Graphic design & editing: Nicolas Folliot
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The creature

- A gigantic mass of feathers and flesh, its terrible gurgling can frighten even the bravest.
- It fights with its claws and beak and uses its wings to trigger **violent gusts of wind**.



- It brings the prey it captures alive back to its **nest**.
- If it is wounded, it heals itself at the foot of the **great tree**.
- It is a **fierce and smart opponent** that cannot be defeated in a single fight without a clever plan.

Introduction

A dense and invasive forest has recently appeared near the edge of a remote village. The inhabitants call upon the adventurers to rid them of the enormous creature that comes out of it, attacking their fields and farms. Following the creature's tracks, the adventurers arrive in front of a **gigantic skeletal foot**.

THE GREAT TREE (T)

- A far too even trunk engraved with runes.
- The vegetation all around is particularly dense.
- A short break here heals wounds, but **waiting too long is dangerous**: plants quickly start to grow on adventurers and wooden objects germinate.

THE PELVIS (P)

- The nest of a family of **horse-sized dormice**.
- A female has just given birth, the animals are suspicious and aggressive.

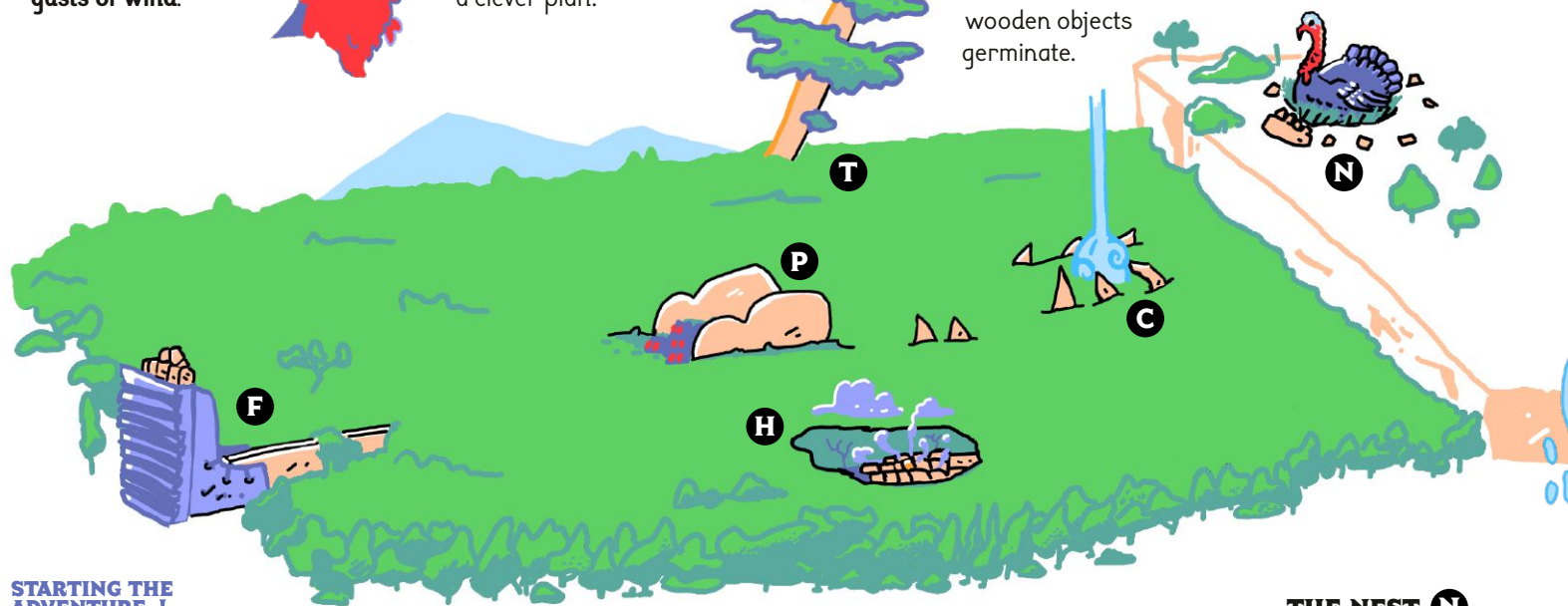


Where's the creature? (IDG)

1 About ten meters **behind the adventurers**. **2 The hand**: the poisoned air seems to intoxicate it. **3 The great tree**: it scratches the soil and eats roots that grow back immediately. **4 Chest**: it seems fascinated by a whistled melody. **5 Around the pelvis**: on the look-out at the entrance of the burrow, she catches a struggling reckless dormouse. **6 In her nest**: it's feeding its young with a captured dormouse or an adventurer.

About ghosts

They are often linked to a place. Moving a piece of the place allows to move the ghost.



STARTING THE ADVENTURE ↓

THE FOOT (F)

- A 4-meter-high skeletal foot. It has been gnawed by gigantic teeth (incisors).
- Climbing it allows to catch a glimpse of other places in the forest.

THE HAND (H)

- A toxic, foul-smelling cloud escapes from a clearing.
- In the center, a huge skeletal hand wearing a **rusty ring**.

THE CHEST (C)

- A column of blue light rises from it.
- Dolmens overturned and broken.
- **The ghost of the great druid**.

THE NEST (N)

- On a rocky plateau. Made with dry, uprooted trees.
- In the middle of a pile of various bones (bears, horses, giant dormice...) a **hungry and curious young turkey**.

The ghost of the great druid

- "What took you so long? My signal was pretty obvious."
- Grumpy and scornful, he is both the perpetrator and the main victim of the magical accident that occurred.
- Clever adventurers can pull the wool over his eyes and learn that:
 - The creature was his pet companion.
 - **He knows a melody to call it.**

- To undo the effect of the failed growth spell **the ghost, his runic stick, his ring and the creature** need to be brought together in the same place.

