



## Introduction

The magus Moreau, a pupil of the famous Archmage, caused a ruckus at a recent exhibition by presenting **humanimals**. His amazing creatures are exceptionally intelligent. A crab strangely resembling a little girl was even able to pass a note ("Help!") to the adventurers present at the event. Unfortunately, the magus saw everything. Using his great powers and the help of a few accomplices, he was able to **imprison** the adventurers on his island.

### STARTING THE ADVENTURE ↓

## The prison P

- **The adventurers wake up.** They feel nauseous and discover that the magus has used them as experiment subjects. Everyone rolls on the **chimera generator** to find out what happened to them.
- In a cage, an angry canine chimeric creature is wearing a collar engraved with the name "**Chouquette**".



## The lab L

- Filthy, dark and smelly.
- Tables and medical equipment, **many jars** of various sizes containing sleeping animals (whole or not).
- Two of the magus's favorite "experiments" have set up a cozy den in front of the door leading to their master's **study**.

## The study S

- The magus's office and bedroom. This is the only room in good condition.
- A portrait of the magus as a child, next to his parents and Chouquette in its original form.
- Notes whose study would allow adventurers, among other things, to **cancel the "chimerization"** if such is their wish.

## The village V

- **A dozen humans** used as experiment subjects live in makeshift shelters.
- **They are terrorized** by the magus and his favorites, the animal chimeras from the garden, but also fear the reaction of the outside world should they return in their current state.

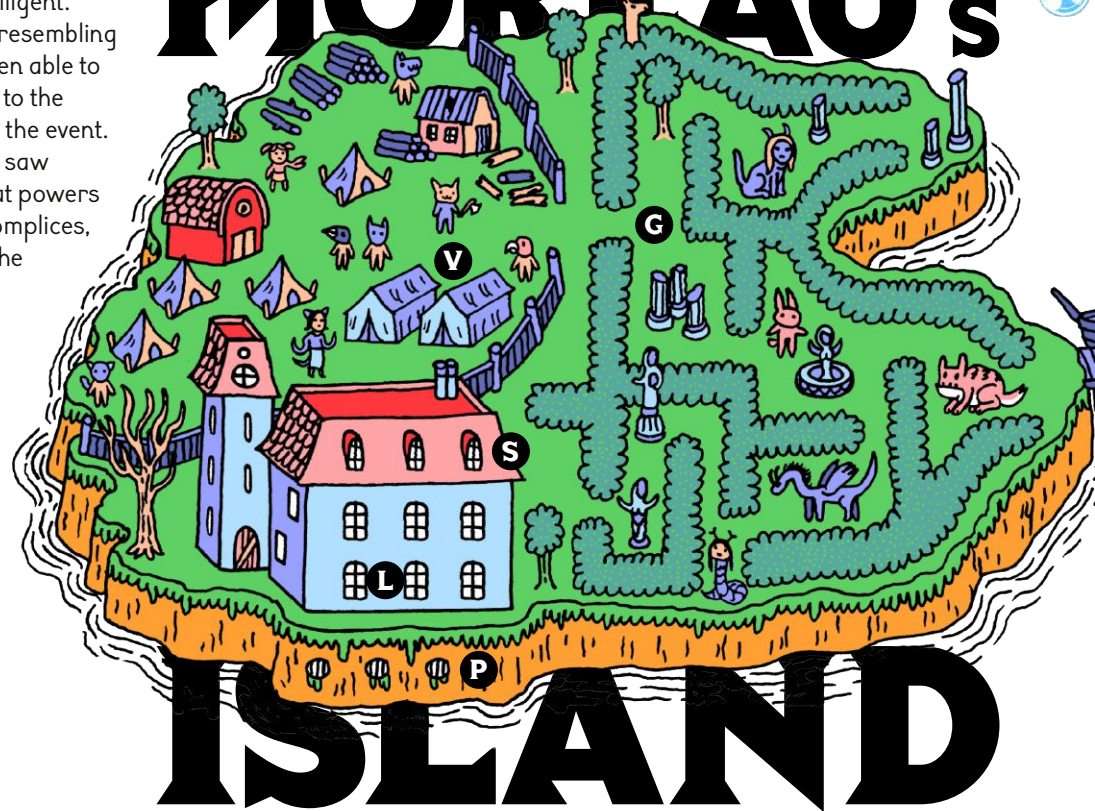


- Noteworthy extras:
- **Alfred:** organized but depressed, this faithful servant of Moreau's parents was one of the first subjects of the magus' experiments.
- **Lise:** a courageous child captured recently. The magus gave her a crab claw. She explores the island, looking for an escape.

## The garden G

- Once magnificent, dotted with fantastic animal statues and numerous fountains.
- Starving **animal chimeras** roam there.
- The **magus Moreau** is working on a new chimera in the middle of the garden.
- At the end of the park, a pier and **a ship**.

# MAGUS MOREAU'S



### Adventure on a single page #9

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### The magus Moreau

While he has never succeeded in making animals more human, his research allows him to create hybrid animals or humans. He can transform his body at will and control the modified parts of his "creations" by focusing hard enough.

### Chimera generator

Roll 2D6. For a humanoid, the first die tells the body part modified by the magus.

#### Upper body (1-3) Lower body (4-6)

- |           |           |
|-----------|-----------|
| 1 Bird    | 1 Crab    |
| 2 Dog     | 2 Horse   |
| 3 Fox     | 3 Lizard  |
| 4 Goat    | 4 Octopus |
| 5 Lizard  | 5 Snake   |
| 6 Panther | 6 Toad    |