

WELCOME TO THE COPIUM CLINIC

Doctor Thyra diagnoses everyone with stress, patient Fellion gets medication for being correct, and an exhausted ranger named Raelius has been running on three hours of sleep and pure paranoia for the last month. Naturally, he's the only competent person in town.

Lord Oleandris keeps painting places he's never visited, except... he has. Just not physically. His paintings are prophetic, his house has more secrets than common sense, and one canvas eventually swallows you whole because personal space is optional in this adventure.

Turns out Lady Miravel isn't just the nicest noble in town – she's also helping an ancient eldritch forest god recruit new followers. The invisible stalkers aren't trying to kill people. They're just politely reserving them for eternal cosmic enlightenment.

Now you must venture into a living painting, stop a ritual before sunrise, and probably fight a giant monstrosity born from artistic ambition.

LAYERS OF INK

The Ink World is a living masterpiece created from Lord Oleandris' visions. Every few minutes, the scenery changes because apparently landscapes are still "a work in progress." The air smells of fresh paint, every footstep leaves a brushstroke behind, and the laws of reality have been replaced by artistic interpretation.

TL;DR – The phrase "don't touch the artwork" becomes a matter of survival.



WHY YOU'RE IN THIS MESS

Pick your hook:

- **The Expensive Delivery** – You delivered stuff to Lord Oleandris. Five minutes later, someone screamed about an invisible elf, and somehow you're now investigating supernatural stalking.
- **The Sad Picnic** – You were hired to guard a luxurious picnic. Then the servants fled, wildlife stole lunch, and Lord Oleandris decided solving a supernatural mystery was easier than replacing imported cheese.
- **The Candlestick Theft** – You tracked down a stolen candlestick expecting an easy payday. Instead, you uncovered invisible stalkers, a terrified servant, and a noble who promoted you to "paranormal investigators".



STARRING:

- **Lord Oleandris** – Celebrated painter, dramatic noble, and accidental architect of the apocalypse. Solves emotional problems with wine and artistic ambition. Neither strategy is working.
- **Doctor Thyra** – Cheerful physician convinced every supernatural crisis can be cured with rest, herbal tea, and just one more sedative. Accidentally the Bright Hunt's MVP.
- **Lady Miravel** – Beloved ruler of Aiteal. Kind, graceful, endlessly reassuring... and hiding a centuries-old secret that could doom the entire town.
- **Fellion** – Legendary hunter imprisoned for "seeing things." Turns out seeing invisible monsters doesn't make you insane – it just makes family dinners very awkward.
- **Raelius** – Sleep-deprived ranger who's connected far too many dots. Survives almost entirely on coffee, suspicion, and refusing to ignore impossible clues.
- **Bright Hunt Stalker** – Silent. Invisible to almost everyone. Follows you everywhere. Doesn't attack. Somehow that's the worst part.



THE BRIGHT HUNTERS

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

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INTRODUCTION

Everyone says the invisible stalkers aren't real. Unfortunately... some of you can see them.

Aiteal is one of the safest elven towns in the realm. Beautiful streets. Friendly smiles. Expensive wine. Everything is exactly as it should be.

Except for the silent figure standing behind that merchant. No one else noticed. *You did.*

People across town claim they're being followed by silent elves. The healers call it exhaustion. The guards call it panic. The council calls it unfortunate rumors. The patients call it **very real**.

One thing is certain. The stalkers never blink.

