

THÉOPHILE CHAMPALOUX

DENIS MARTIN

THE KNIGHT WITH SMELLING FEET

PRINCESS ~~SOPHIE~~

MATHILDE



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THE KNIGHT WITH ~~SMELLY~~ FEET

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MATHILDE

For Alix.

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The Knight with smelly feet
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George is a knight who likes to eat garlic and chard.

He likes to dance in the rain,



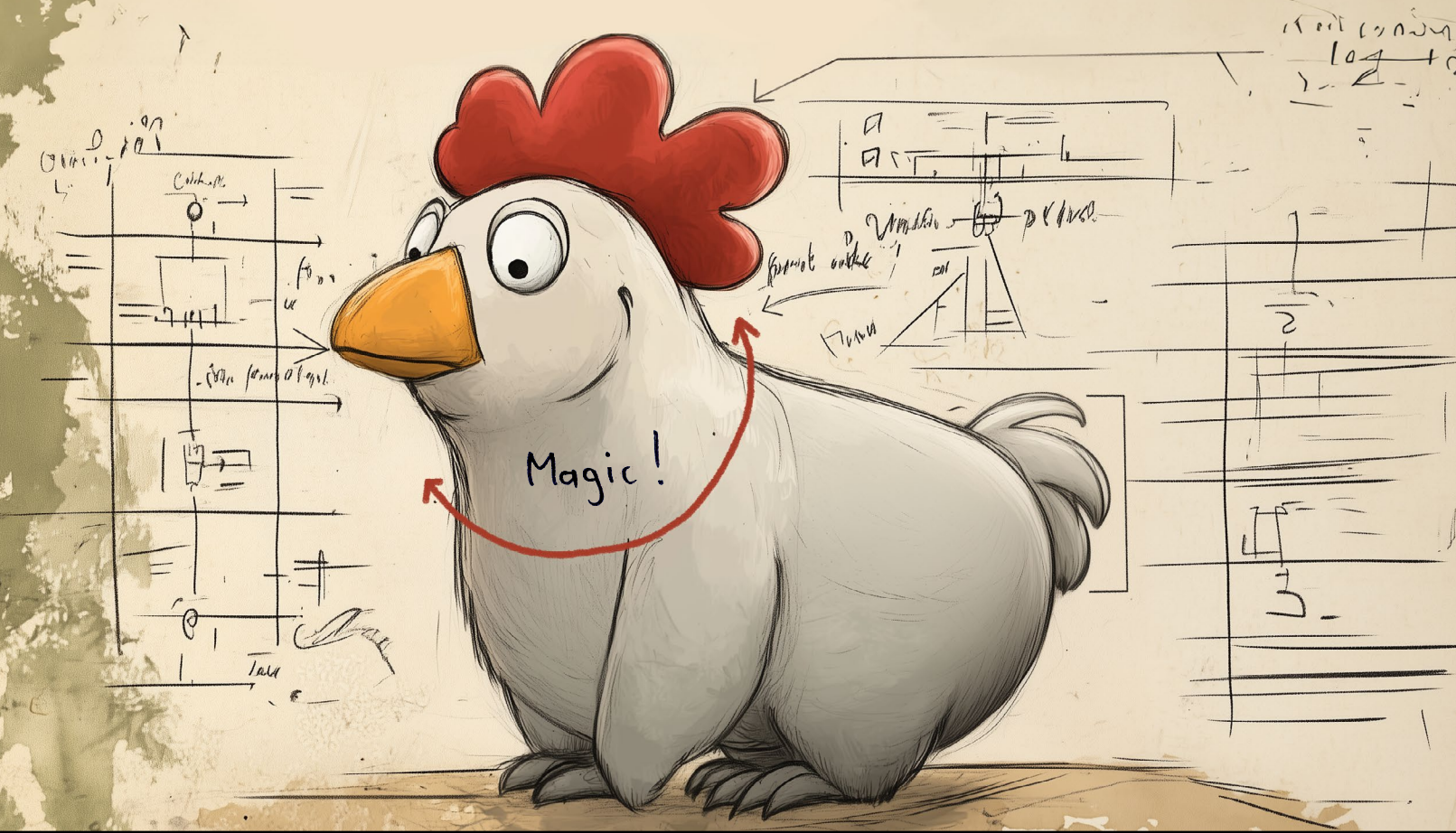
running in the mountains,

and, above all, playing with his faithful companion, a bhen.



a bear and a hen

Most importantly, it's a bear that can move its whole body without its head budging.



George's biggest trouble is that his knight's boots are too tight and he can never take them off.



So he sleeps with it,



he showers with it,



he swims with it too.

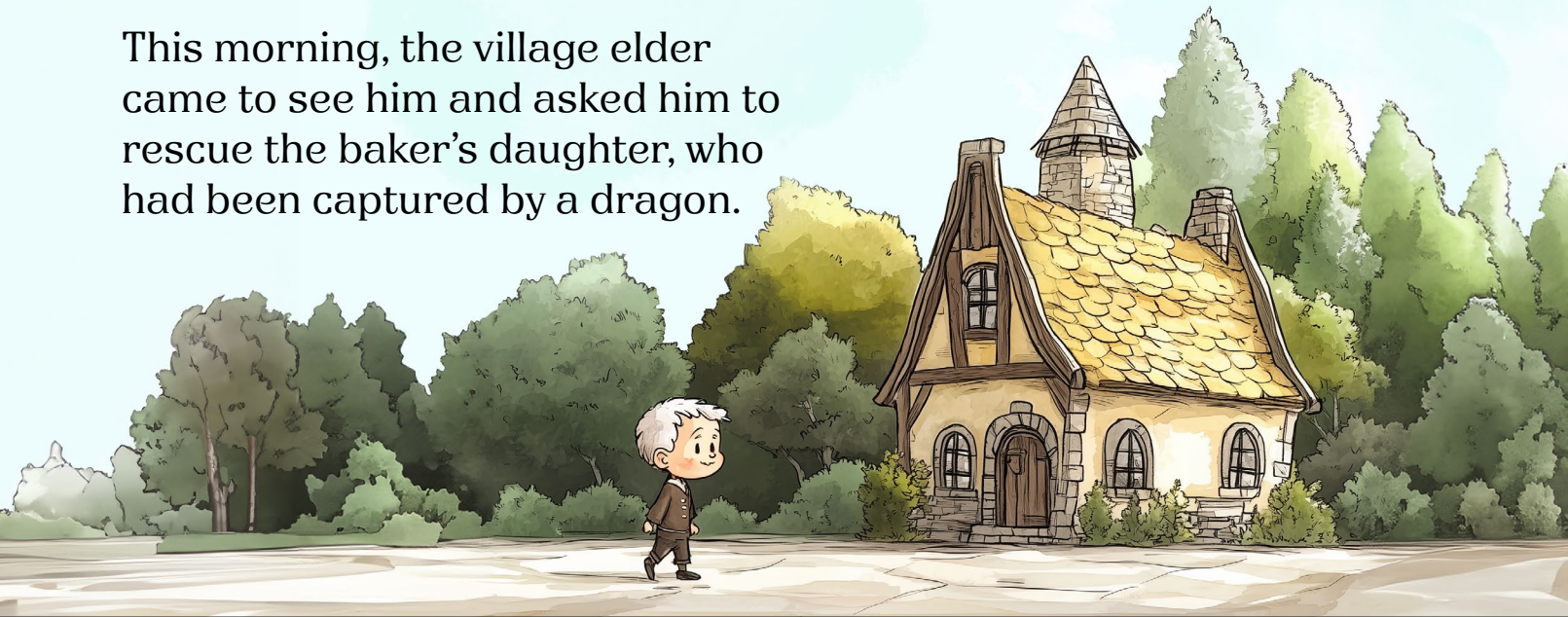


At least he has beefy legs.

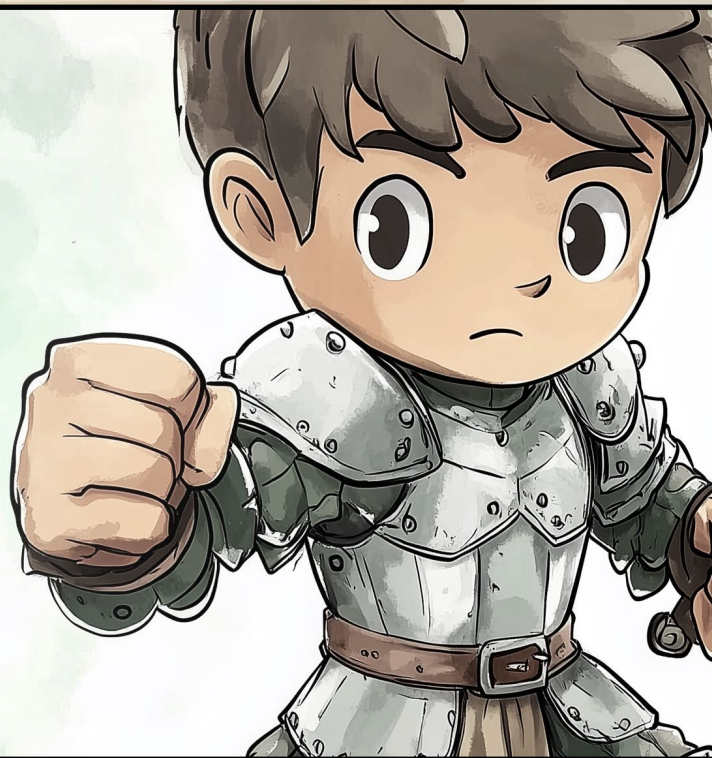


Wooooow !!!

This morning, the village elder came to see him and asked him to rescue the baker's daughter, who had been captured by a dragon.



It's a mission for
George the Knight!



Saving a princess - what a quest!



“Uh, she’s not a princess, George...”
says the elder.

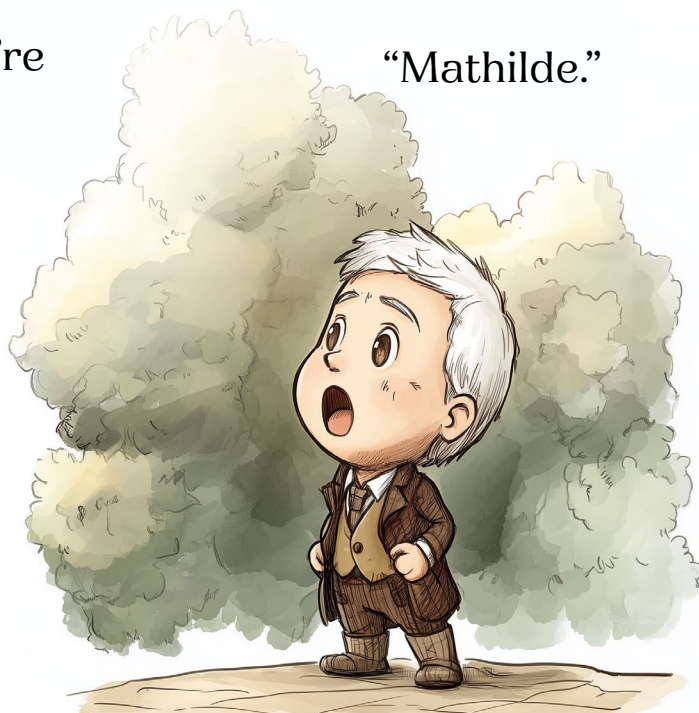


“Ah well... Of course she’s a princess,
because I’ve decided so.”
says George, sure of himself.

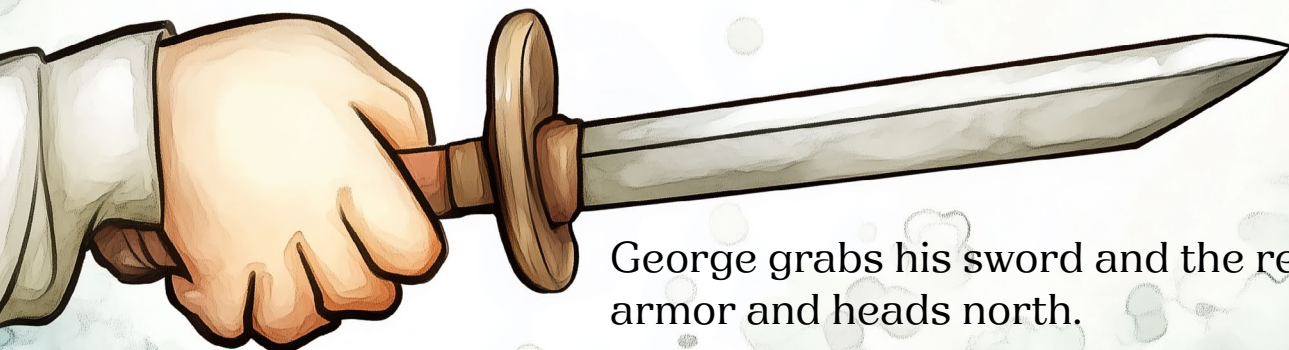
“Come, Etienne, my faithful bhen, we’re
going to save... Sophie?”



“Mathilde.”



“We’re going to save Mathilde!”

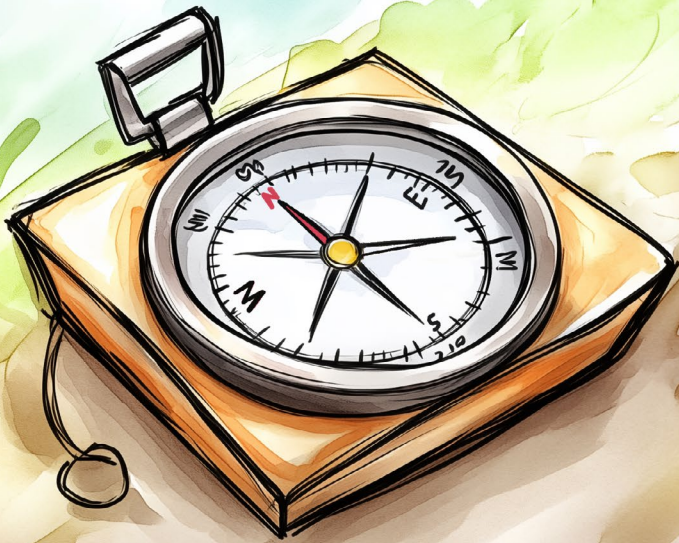


George grabs his sword and the rest of his
armor and heads north.

“George!” the elder yells at him,
“It’s on the other side!”



“Ah, thank you!” says George,
continuing straight on.



“Heading north, Etienne!”

Already too far away,
the elder hits his head.

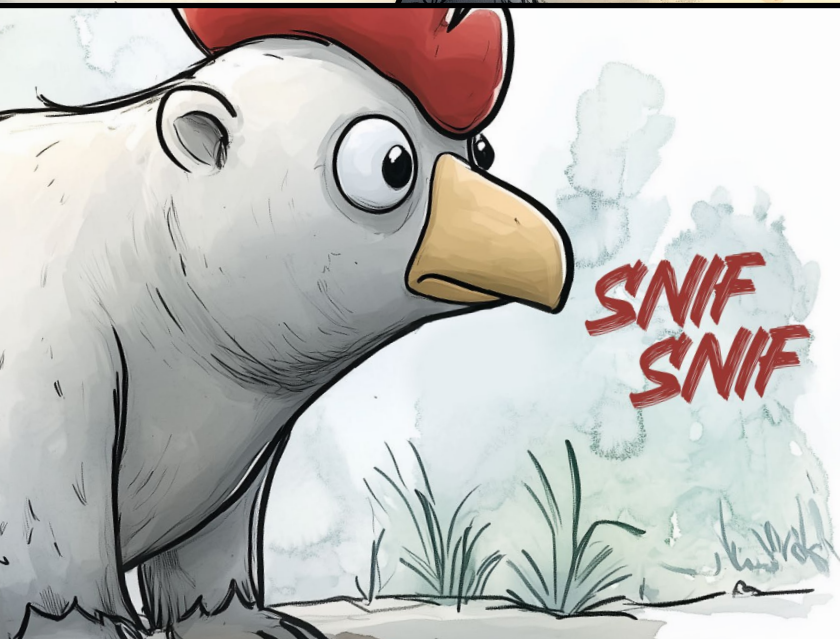


The dragon
had been next to
the village all along!

George skirts
a river,

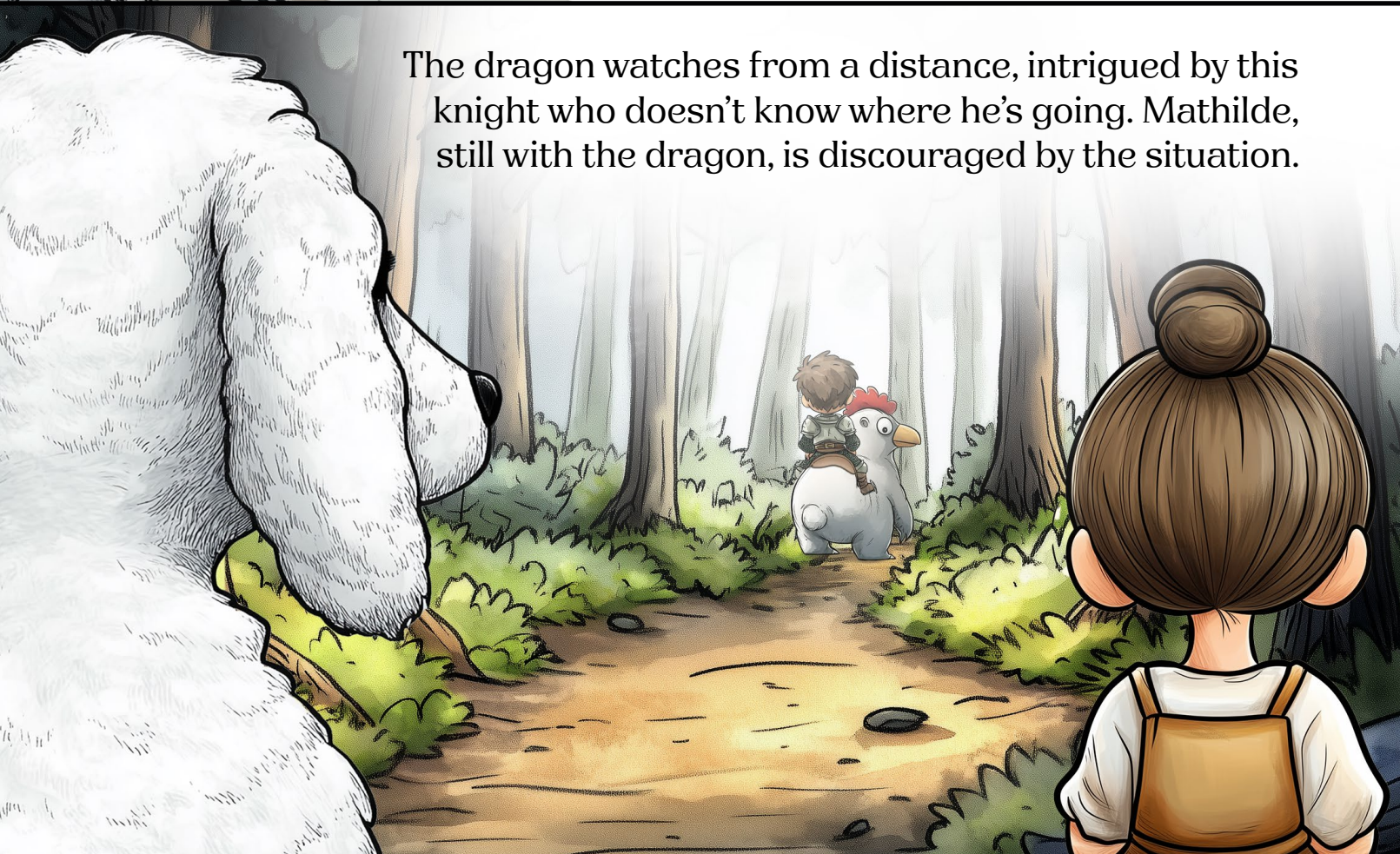
a huge forest,

then follows
the tracks,



Etienne, still by his side,
sniffs the ground in search of
Princess Mathilde.

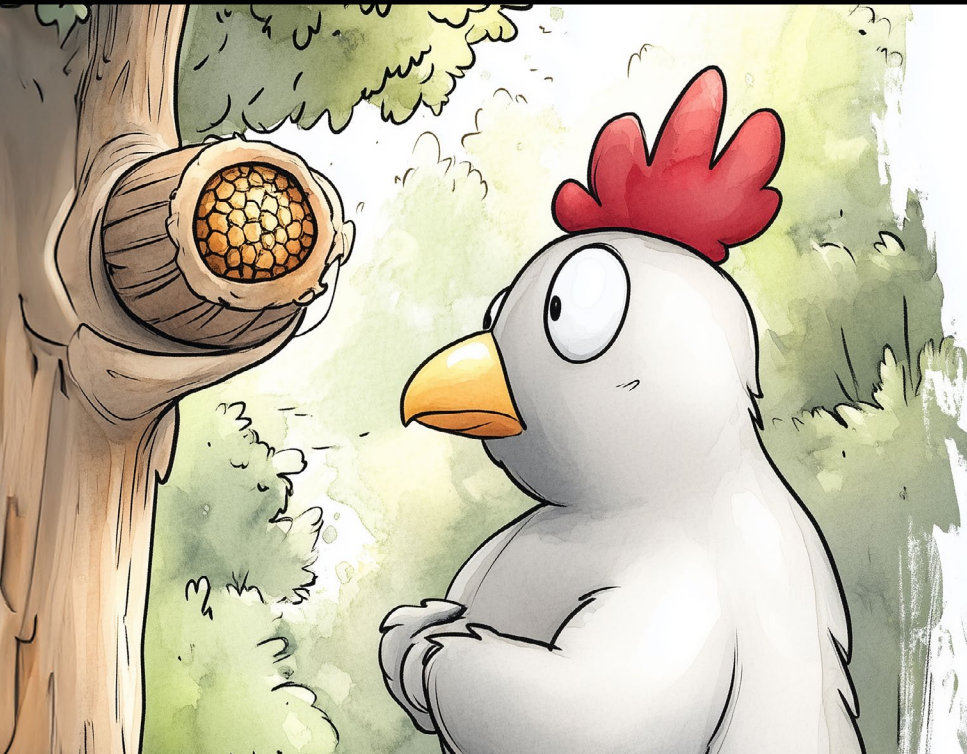
The dragon watches from a distance, intrigued by this
knight who doesn't know where he's going. Mathilde,
still with the dragon, is discouraged by the situation.





And then
Etienne stops.

“Did you smell them?”



Etienne darts towards
a tree, stops dead in his
tracks, stands up on his
two back legs, and starts
pecking at a beehive.



“We don’t have time for this,”
George tells him, “Let’s go!”

Mathilde asks the dragon, "Do you really think he'll find me eventually?"



He sighs slowly...



The dragon shrugs.
He's just as stunned as Mathilde by the knight's abilities.

"Tell me: you wanted to compete against a knight, is that why you captured me?"



The dragon nods in confirmation.

"Alright, I'll help you" says Mathilde.

She then starts screaming as loud as she can.



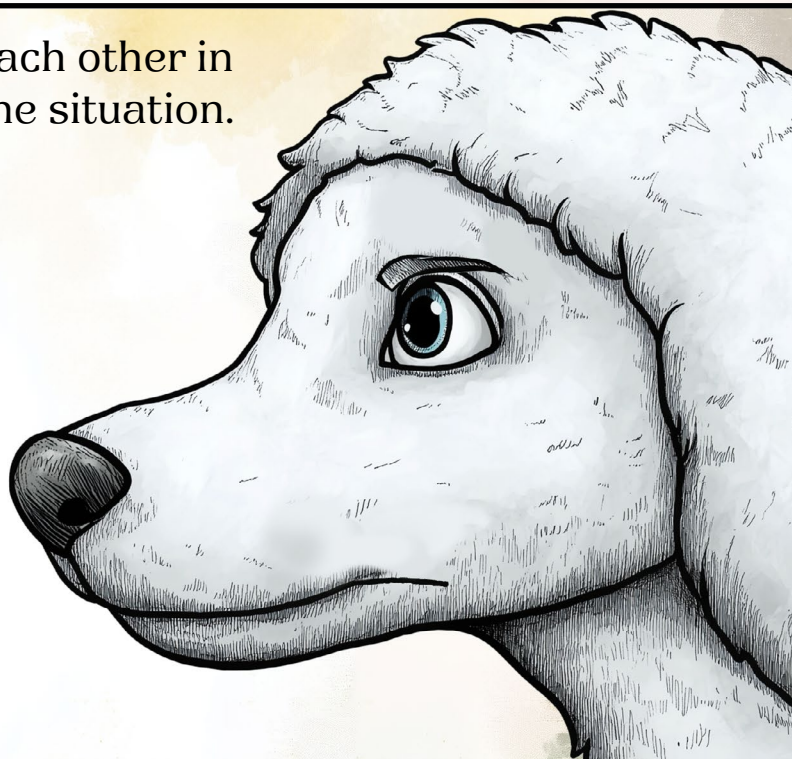
RAAAAAAAAAAH

George and Etienne stop...Who is making such a racket in the woods?



George shouts back, "That's enough! Some of us here are looking for people, and your yelling is really annoying!"

Mathilde and the dragon look at each other in surprise, then despair at the situation.



Etienne sniffs harder, then points with his paw in a northerly direction.



George decides to go south, as Etienne is not very good at finding his way around.

After many, many, many hours, they finally arrive at a clearing. In front of them, the dragon and the princess sit playing cards.





Mathilde yells in victory and puts down her card!
“Ouni, I’ve won!”

The dragon, who is a sore loser, blows and burns the cards.



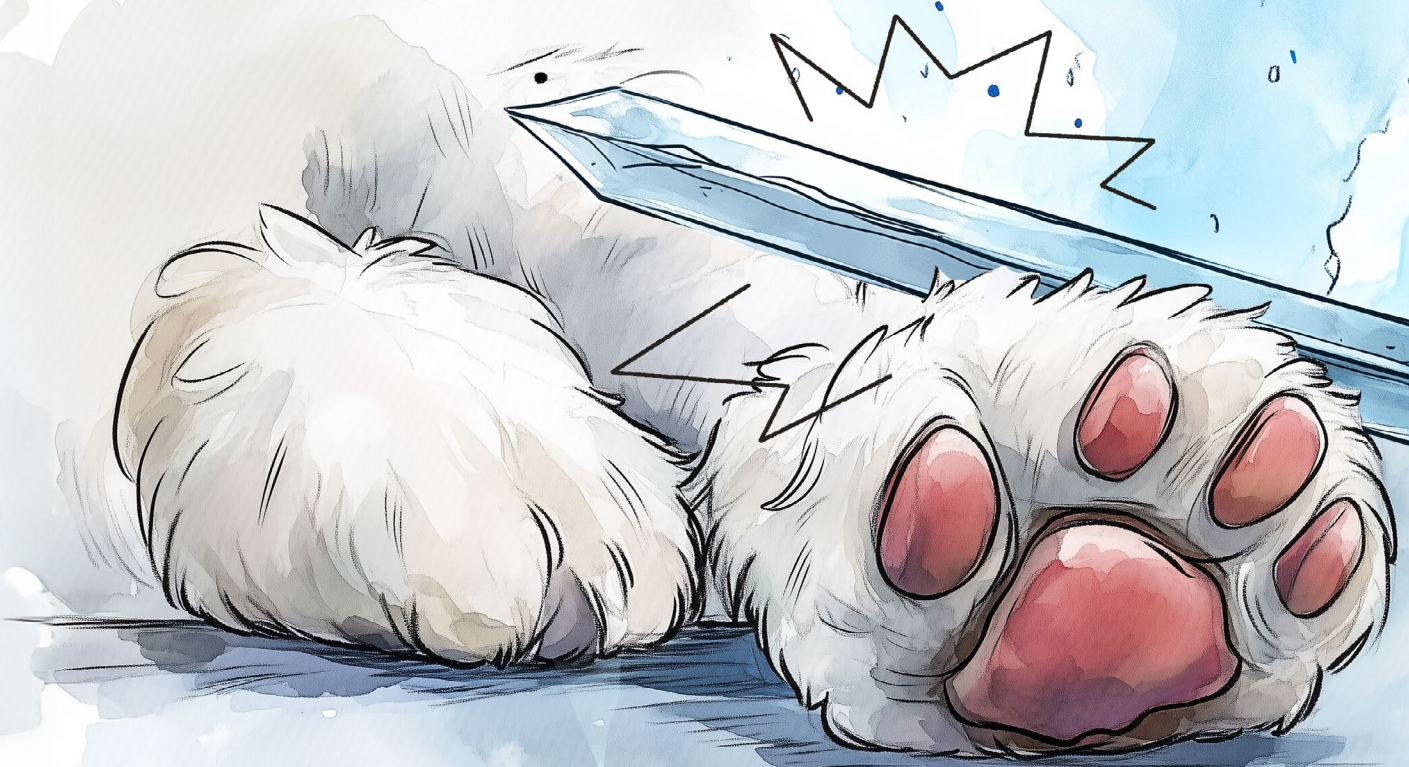
George then shouts,
“Release the princess, you lizard!”



The dragon and Mathilde look at each other, confused.



“Lizard? Princess?”



George takes advantage of this moment of hesitation to strike the big lizard with his sword, right on its elbow.



The dragon screams and grabs its elbow.

It really is painful to take a blow on the little salamender.



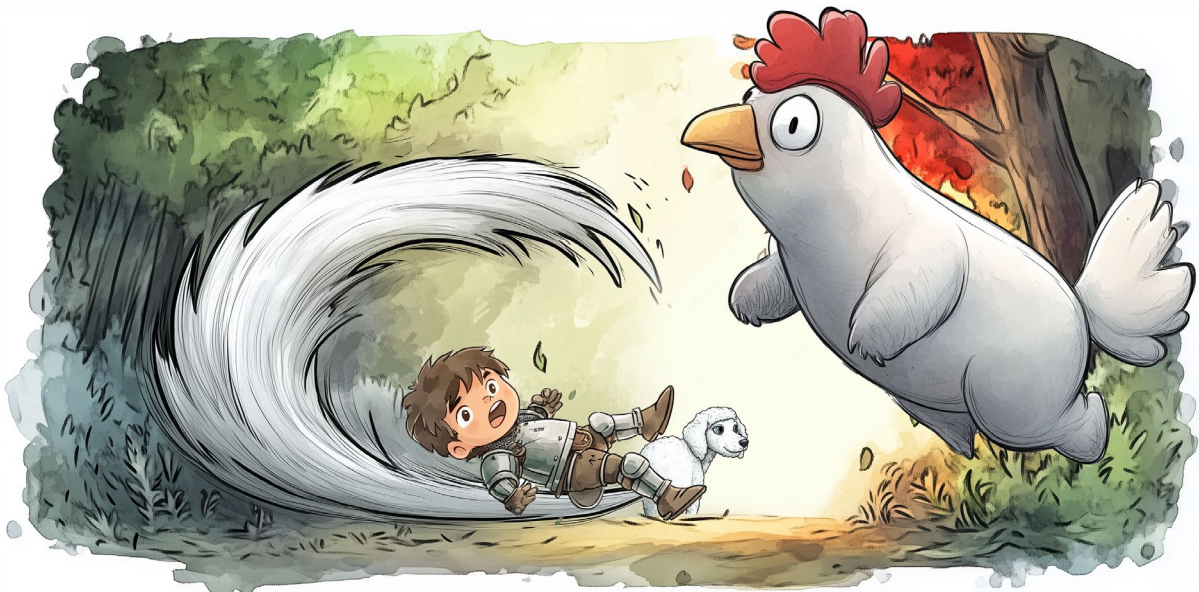
George smiles, “Ahahah not so tough now, Mr. Gecko?»



Mathilde looks up at the dragon and his puzzled face.

I would have said more poodle than gecko, but...

The dragon then gets angry and sweeps George and Etienne with his tail. Etienne jumps at the right moment (he skips rope every day). George falls backward.



Just then, one of his boots gets stuck in the fresh mud.

George pulls with all his might to escape the dragon's breath.

Just then, his foot pops out of the boot, and a terrible smell fills the clearing.



The dragon, close by, takes a first breath,



then a second, and falls, paralyzed...



Mathilde, a little further away, doesn't have time to plug her nose and falls over.





Etienne's nose has been blocked from the start and doesn't understand.

George opens his eyes, sniffs, frowns and shouts: "AHAH down goes the Komodo!

Did you see that sword strike, Etienne? Who's the best?

Well, now we've got to find the princess and my boot... It stinks!"



At the foot of the dragon lies an inscription on a silver medal.



The knight arrives in the village,
boot in place and Mathilde
on Etienne's back.



The mayor is impressed,
and the villagers surprised.



“Congratulations, George, we’re really impressed! Who knew!”
says the mayor.



“Nobody...” replies a villager.

“Thank you, thank you!”
goes George, “I myself
am really pleased
to have defeated
such a large reptile.”



“A what?” says a villager.
Everyone shrugs.



Mathilde wakes up feeling
nauseous, looking around
at everybody.



“Oh, I’m home, pfff, I’ll have to
stuff my dough again...”



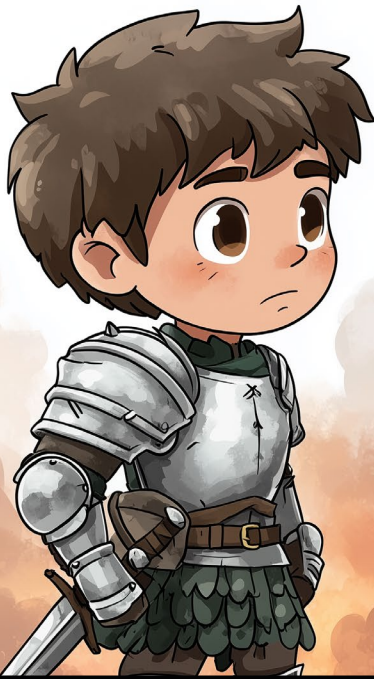
“Beautiful princess, you can stay with me if you like!” offers George.



“Do you know how to play Ouni?”



“No.”



“Then I’m good, bye!”

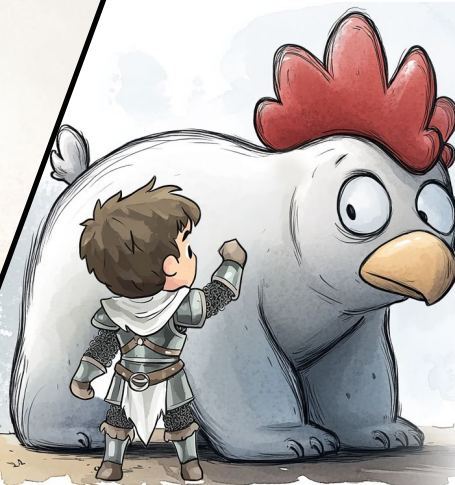


and Mathilde leaves just like that...

Then throws up a few feet away.



George eyes Etienne, “That’s because when you walk, it rocks.”



But Etienne can’t help it, he’s always afraid of walking on eggshells.

Far from there, Flakor continues throwing up.

What an atrocious smell!

THE END.



In compliance with Law No. 49-956 of July 16, 1949,
concerning publications intended for young people.

HIS GREATEST STRENGTH... HIS FEET!

George is a knight as stubborn as he is brave. So stubborn that he decides to wear boots that are far too tight and impossible to remove. Accompanied by his faithful bhen, a hen-headed bear, Étienne, he embarks on a journey to rescue young Princess Mathilde from the clutches of Falkor, an odious dragon who forces her to play Ouni.

Dive into an adventure as funny as it is endearing and share a magical moment with your children—or enjoy it solo. You deserve some time for yourself, too!

And remember: boots in your size make all the difference!

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