

A Dastardly Hunt.

A Medium High Risk Event

<https://chronicles-of-esshar.com/forum/showthread.php?tid=5572>

Attendees

Lucky - 185+
Charlie - 180+
Emir - 180+
Titus - 180+
Atreus - 180+
Perosa - 180+

Synopsis:

After some time hunting down clues as to the whereabouts, Lucky finally managed to find a solid lead on Dirk "Dastardly" Richard's hideout. A notorious thief, known for taking useless baubles from the rich and famous.

In particular, rumor has it that he's secured an ancient Atl artifact.

He's assembled a group of his friends to bust through the safehouse of the notorious petty thief, and take what he has.

Risk Table:

All Encounters (Except Final Boss Form 2 & 3)

1 down: Roll for injury, 1 = 4 day temp, 3 or below = 1 day temp
2 downs: Roll for injury, 2 or below = 12 day temp, 4 or below = 4 day temp
3 downs: Roll for injury, 1 = -10 perm, 4 or below = 12 day temp, 5+ = 4 day temp

Final Boss Form 2

1 down: Roll for injury, 3 or below = 4 day temp 5 or below = 1 day temp
2 downs: Roll for injury, 2 or below = 12 day temp, 4 or below = 4 day temp
3 downs: Roll for injury, 2 or below = -10 perm, 3 or below = -5 Perm, 5+ = 12 day temp

Final Boss Form 3

1 down: Roll for injury, 3 or below = 4 day temp 5 or below = 1 day temp
2 downs: Roll for injury, 2 or below = 12 day temp, 4 or below = 4 day temp
3 downs: Roll for injury, 3 or below = -10 perm, 5 or below = -5 Perm, 6 = 12 day temp

EVENT PLAN

Naturally, we begin with the party heading to the entrance of Dirk Dastardly Richards' secret hideout.

It leads them to a manhole. Undoubtedly leading into a sewer. For a 'secret' hideout, it isn't subtle. It has Dirk's name on it.

They have no choice but to enter.

Upon entering, all party members have to do a roll of a D20 to decide whether or not they wretch from the smell in their descent. Razuka has an advantage on the roll.

Succeeding or failing has no effect at all. It's just going to be funny to make them roll.

As they enter the sewer, they immediately find themselves blocked by a hulking figure... that reveals itself to be a rat.



"You want buying the Mystery Box?"

It tries to sell them a mystery box.

Only 11 coins.

They can **purchase** or **refuse** the mystery box rat. The mystery box rat has a box for anyone who wants to purchase it - with a limit of six. One per attendee.

If they purchase, they roll a d6. All rewards are fluff.

1 - 2 = the box is blood. There's blood in the box.

3 = a small animal's corpse

4 = a soiled article of clothing

5 = a non-soiled article of clothing that is much too small to wear

6 = LEGENDARY RAT ARTIFACT! (also junk)

If they refuse, or express discontent at their reward, the rat is offended, and skips to the boss battle phase of the encounter.

Boss Battle 1 - FAMILIAR RAT (blood/ice/water)

Reward: yersin whip handle

Once the encounter is over, the rat regretfully informs them that it cannot let them pass.

They have to fight their way in, if they want to invade the secret base.

Once the rat is defeated, it escapes to sell mystery boxes another day, but not before leaving behind one of its most prized treasures - a whip handle, said to have belonged to the LEGENDARY RAT YERSIN.

As they enter through the sewers into the main room, before them stands a wrestling stage. A four-sided ring with ropes binding four posts together at its corners.

In its center stands a man, an ordinary man in a grey t-shirt and blue jeans.

He says,

“Welcome to the Rumble ladies and gentlemen”

And announces the party as the first competitors

Then he announces their opponent,

Weighing in 213 lbs and standing at 6’3.5”

GABE

THE GLUE MAN

DEGROSSI!



Boss Battle 2 - Gabe “The Glue Man” Degrossi (Earth, Unarmed, Gravity)

Reward: a piece of blood copper that was embedded in the title belt
After the inevitable defeat of Gabe Degrossi, the party is allowed passage into the final chamber.

Dick Dastardly Richards is impressed by their efforts.

He's such an excellent thief he could just escape now if he wanted to... but he doesn't
Instead, he says that if they survive his gauntlet, they can take the treasures they please.

First their trial will be to defeat his guardian.



The GIANT ENEMY SPIDER

Boss Battle 3 - Giant Enemy Spider (blood, occult)

Reward: bloodsilk gland

After the GIANT ENEMY SPIDER is defeated, they've only got a few trials left to undertake...
but all of them will require everything the party's got to overcome.

For, now, they face him.



Dick "Dastardly" Richards

Final Boss Battle 1 - Dirk “Dastardly” Richards Phase One (explosion, blood, water)

Reward: an ultra rare Arcanum trading card. It’s not an Arcana card. It’s useless.

Defeating Dirk in this form leads him to grow angry.

He rips off his shirt, and reveals that he was only using one percent of his power. Now they are going to face the real challenge... TEN PERCENT of his power!



“This isn’t even my FINAL FORM!”

Final Boss Battle 2 - Dirk “Dastardly Richards” Phase Two (explosion, blood, water WITH HIDDEN)

Reward: ancient atl artifact

Upon being defeated the second time, Dirk drops a piece of treasure, that conveniently rolls toward Lucky for him to take.

However, it’s not over yet.

It’s time for their final trial.



“WITNESS THE END!”

Final Boss Battle 3 - Dirk “Dastardly” Richards FINAL PHASE (explosion, blood, water WITH HIDDEN X2)

Reward: Paper Bag Disguise Item

As Dirk is defeated, one of the party members is able to snatch his paper bag mask. Though, it reveals that he truly has no face.

He is the perfect thief, and slips away at the last minute.

This leaves the party with their spoils...

END OF JOURNEY

Rewards:

Worn Whip Handle

A piece of history, given away by a rat that values gacha more than life itself. It is claimed to have once belonged to an ancient, and beloved Rat God. Unfortunately, the whip that this handle belonged to is long gone. There's still dried blood at the base.

(DEV ITEM)

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BLOOD COPPER

Bloodsilk Gland

Obtained from the thorax of a gargantuan spider. This gland still somehow produces a fine silk that courses with infinitesimal amounts of blood. It will constantly drip, no matter how hard one tries to dry it out. In the hands of an experienced blood mage, artificer, or both, this could be quite the powerful tool.

(DEV ITEM)

Toc'hotuatlitzl, the Devourer ****

A Divine Spirit, once believed to be the patron of Monkey Beastkin.

METAPHYS Type Monster

Weakness - ETHER Resistance - METAPHYS

80 HP

Moves:

2 NEUTRAL Energy - **Spinning Kick (20 DMG)** - If your opponent has any monsters on the bench, deal damage to one of your choosing. If not, this attack deals double damage.

4 METAPHYS Energy - **Energy Burst (30 DMG)** - Upon successful attack, flip a coin. If heads, the opponent must swap the attacked monster with the one most recently put on their bench.

For the Arcanum Monsters Trading Card Game

(NOT FOR USE IN ARCANA)

(USELESS TRADING CARD)

Golden Rat Idol

An ancient artifact procured from a master thief.

It glitters eternally, no matter how hard one tries to tarnish its shine.

In the rat's eyes are rubies that cannot seem to be removed.

Most importantly, the damn thing seems to be nearly indestructible. Whatever material this thing is made of, it could certainly stand up to an explosion if one needed it to.

(DEV ITEM)

Mask of the Master Thief

[DISGUISE]

It's just a paper bag with holes cut out for the eyes. However, it's extremely durable, and it obscures the face perfectly. Excellent for doing Dastardly deeds in the dark.