

# Docro Family Values

A Low-Risk Event

<https://chronicles-of-esshar.com/forum/showthread.php?tid=5234>

## Attendees:

Ryker pyr Docro  
Luca pyr Docro  
Matryona pyr Docro  
Amelia Locke pyr Aertas

## Synopsis:

The Docro Family has planned a luxurious camping trip.  
To further bond with one another and celebrate their victories as well as their union as family.  
It was meant to be an ordinary trip, just like any other...

But the Empire had different plans in store.

## Risk Table:

ENCOUNTER 1 - 2 (3 RND RPB)

**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

## EVENT PLAN:

- The Docros set up camp in a very nice area by a lake, the perfect spot for fishing, camping, and doing drugs out in the open
- An Achyon assistant presents before the Docros a table full of accoutrements, chief among them are fantastic meals, far too lavish for a simple picnic, but also an entire table of fairy dust, rope root, crimson reed and poppylus to be cut into sylvanum for the family to enjoy wholesomely.
- A bear sprints into action from the treeline, stealing ALL OF IT... carrying it off into the distance with unreasonable speed.
  - As they venture to get revenge on the bear, they have to **roll** 1d6  
Anyone who fails the roll doesn't get injured or anything, just embarrassed in various different ways depending on how bad they fail the roll. Saving roll is 4+
- They get to the cave, and the bear has eaten all the food and snorted all of the ingredients, somehow figuring out how to cut the fairy powder and plants into sylvanum himself.
  - His drug fueled rage has imbued him with untold strength.

## ENCOUNTER 1 - CRACKHEAD BEAR (UNARMED/ENERGY)

- After the bear is slain, the party has to make their way back to camp.
- The trip is uneventful, and they're completely out of food and drugs. All hope seems lost, and things seem especially grim when they hear a roar.
- The CRACKHEAD BEAR IS BACK, somehow still alive despite being killed in whatever manner it was killed.
  - Weakened from the lack of drugs, it seems all hope is lost for our party.  
Suddenly they hear a familiar voice out from the distance.  
It appears to be none other than *WALTER DOCRO, PATRIARCH OF THE DOCRO FAMILY.*
  - He has machine guns for arms now, and blows the CRACKHEAD BEAR ZOMBIE to SMITHEREENS.**
- It rains Fairy Powder on our party. Maybe there will be drugs after all?
  - Wait a minute.
- Walter pyr Docro does not have machine guns for arms. This can't be Walter pyr Docro.

-It isn't. It is soon revealed that their mystery savior is a new WAR MACHINE developed by The Empire, sent to Achyon for testing at the hands of her council.

-MECHA-WALTER TURNS HIS GUN-ARMS UPON THE PARTY.

**FINAL BOSS - MECHA WALTER, SUPER SOLDIER (FIRE/EXPLOSION/PLASMA)  
Piloted by none other than Bruce**

-After MECHA WALTER is destroyed by his own descendants (except again, he is not really walter) he explodes, leaving behind no trace of his remains aside from one ARM CANNON (DEV ITEM)

-The project is deemed a failure, but at least now the Docros have enough fairy powder for more drugs.

-They bond, and live happily ever after.

-Probably

**REWARDS:**



**Fairy Powder x 10**



**Super-Soldier's Severed Arm-Cannon x1 (DEV ITEM)**

Retrieved from the smouldering remains of a destroyed war machine. Once a tool of destruction, it is now rendered nearly inert. It is a piece of experimental Magitech from the Empire of Barsburg, and highly classified in its true nature. It could likely be reverse engineered to develop a special weapon, or perhaps even repaired using other materials to fulfill its original purpose being an arm-mounted railgun.