

Session 6 - Buckledown Row

Date: Feb 25th, 2025

Summary

The party had just completed a daring heist at a chapel, retrieving a mysterious glowing scepter while cleverly allowing skeletons to engage the followers of the Fallen Fire. As they escaped over the back wall, they were joined by Stubbs, a peculiar figure who spoke with a distinctive Mike Tyson-like accent. While fleeing, Stubbs secretly used a sending stone to communicate with others about their success. Their escape was interrupted by Viktor and his armored group, who claimed to work for Blackjack Mel. They offered each party member a generous payment of 80 platinum and 100 gold pieces to escort them and the scepter to the Queen in Buckle Down Rope. After some deliberation and insight checks, the party cautiously agreed to follow Viktor's group. The journey led them to Buckle Down Row, a dangerous district guarded by bugbears and a massive stone giant. The area was filled with ramshackle taverns connected by makeshift bridges, with crooked street lamps casting an eerie glow through the mist. Their first stop was the Wishing Well tavern, where they witnessed the strange tribute system - a moss-covered well with an impenetrable prismatic sphere at its bottom, where gangs paid their dues to the queen. At the Padlock, a distinctive tavern marked by countless locks on its walls, they met with Blackjack Mel. The establishment was unique, featuring goblin bartenders who used a sliding ladder system to serve drinks. Viktor delivered the scepter to Mel and departed with his payment, while Mel discussed future opportunities with the party, including a request for various fireball-based magical items from the Amethyst Academy. The party then visited the Champions Quarters beneath the fighting pits, where they found Knuckles, Syndle's uncle, transformed by delirium. His once gray-green skin had turned neon, his arms elongated unnaturally, and his eyes glowed purple. Through fragmented communication, they learned about Bondor's defeat by a stone giant champion, whose magical axe now hung as a trophy in the fighting pits. They discovered that such trophies could only be reclaimed by defeating the champion who claimed them. Their evening took a dangerous turn when they encountered a massive 20-foot tall tentacled creature corrupted by delirium. The beast's chest cavity showed signs of corruption, glowing and smoking as if struck by a meteor of delirium. After it unleashed a devastating psychic attack that dealt 26 damage to Oiroa and Tark, the party wisely chose to flee. Their escape proved successful with a fortunate roll, and they made it back to Emberwood Village bridge, where the Hooded Lantern guards recognized them as Petra's saviors. The adventure concluded with the party discussing crafting orders with Crow the blacksmith. They negotiated an expedited crafting schedule for various items, including multiple rings, weapons, and specialized tools, agreeing to pay an additional 200 gold split between party members to speed up the process. They also planned to have their items enchanted after crafting, while considering how to handle their cursed two-handed longsword,

which they planned to sell to Aldor.

Scenes

Escape from the Chapel

The party escapes from the chapel after retrieving the scepter, with Followers of the Fallen Fire fighting skeletons behind them.

- Party escaped over the back wall with the scepter
- Stubbs joined them behind the wall
- Stubbs secretly communicated via sending stone about the scepter

Encounter with Viktor's Group

The party meets Viktor and his "Old Dragon" crew who claim to be sent by Blackjack Mel to escort them.

- Viktor's group intercepts the party
- They offer bags of gold (80 platinum and 100 gold each) to escort the party
- Discussion about whether to trust their claims about working for Blackjack Mel
- Party learns they're meant to be taken to the Queen in Buckle Down Rope

Entering Buckle Down Row

The party is led to a dangerous district filled with taverns and fighting pits.

- Party encounters bug bear guards and stone giant at entrance
- Escorted to the Wishing Well tavern
- Introduced to the concept of paying tribute to the queen through the well
- Party members drop varying amounts of gold into the well

Meeting at the Padlock

The party enters a tavern marked by a giant rusty padlock where they meet with Blackjack Mel

- Viktor delivers the scepter to Blackjack Mel
- Viktor and his crew receive payment and leave
- Party discusses their payment with Mel
- Mel requests fireball items from Amethyst Academy
- Mel hints at future work stealing from the Old Dragons

Meeting Knuckles

The party visits Knuckles, Syndle's uncle, in his quarters beneath the fighting pits, finding him transformed by delirium.

- Party is led through sewers to champions quarters
- Knuckles appears transformed with elongated arms and glowing purple eyes
- Knuckles partially recognizes Syndle and communicates about Bondor
- Stone giant enters and reveals he defeated Bondor in a fight
- Party learns Bondor's magical axe hangs in the fighting pits as a trophy
- Party discovers weapons can be reclaimed by defeating the champion who claimed them

Escape from the Creature

The party encounters a massive 20-foot tall tentacled creature with delirium corruption in the Sporks district.

- Spotted tentacles coming over buildings
- Observed delirium corruption in creature's chest cavity
- Creature emits psychic energy dealing 26 damage to Oiroa and Tark
- Party successfully escapes with 69% roll
- Make it back to Emberwood Village bridge where guard recognizes them as Petra's saviors

Blacksmith Orders

The party discusses crafting orders with the blacksmith Crow.

- Discussed various items to be crafted including rings and weapons
- Negotiated expedited crafting time for 200 gold total
- Agreed to split additional cost between party members
- Planned to get items enchanted after crafting

Npcs

Stubbs

A small figure who speaks with a Mike Tyson-like accent, secretly communicates via sending stone, and works with Viktor's group

Viktor

Leader of a crew in plated armor claiming to work for Blackjack Mel, tasked with escorting the party and scepter to the Queen

Blackjack Mel

Crime boss who hired the party to retrieve the scepter. Has a private booth in the Padlock tavern and maintains connections with various factions. Specifically hired the party because they weren't affiliated with any gang

Grave Robber

A woman in Viktor's crew wearing a witch hat who demonstrates paying tribute at the wishing well and warns about making contributions

Tilda

A tall elven woman with white hair and piercing hazel eyes who serves at one of the taverns

Israel

A large blue dragonborn who tends bar at the Old Imperial Public House

Brian the Butcher

A bugbear cook known for his excellent grilling at the Sweaty Bugbear pub

Rose Carver

A gang leader who sits at a raised table in the Old Imperial Public House

Knuckles

Syndle's uncle, transformed by delirium with elongated arms, giant hands, and glowing purple eyes. Once gray-green, now neon green with weird growths on his back

Stone Giant Champion

A fighter in the pits who defeated Bondor and claimed his magical axe as a trophy

Bondor Brood Grind

Known as 'the Flying Axe', a former fighter whose magical weapon now hangs in the fighting pits after being defeated

Crow

A blacksmith who takes orders for crafting weapons and items, with an apprentice who can help expedite work for an additional fee

Locations

Emberwood Village Bridge

A guarded bridge entrance to Emberwood Village, protected by Hooded Lantern guards who recognize the party as heroes who saved Petra

Buckle Down Rope

Location where the Queen, described as 'the people's queen', is said to reside

Buckle Down Row

A dangerous district with five pubs where different gangs gather, featuring ramshackle taverns, makeshift bridges between rooftops, and crooked street lamps glowing in the mist

The Wishing Well

A tavern featuring an ancient moss-covered fieldstone well where gangs pay tribute to the queen through an impenetrable prismatic sphere. Has a skeleton nailed to a tree behind it with a 'make a

wish' sign

The Padlock

A two-story tavern marked by a giant rusty padlock, featuring walls covered in padlocks of varying sizes, a balcony, and a unique bar setup with goblins serving drinks via a sliding ladder system

Old Imperial Public House

A well-maintained tavern with blue exterior, hand-carved furniture, and fighting pits in the basement. Features an ornate maple bar and raised seating area

Court of Thieves

A protected area outside the Haze where higher-ranking gang members can rest safely

Champions Quarters

A shabby room beneath the fighting pits accessed via sewer walkways and bridges, where champions like Knuckles reside

Fighting Pits

A 60x60 foot underground arena beneath the taverns, with weapons of fallen champions displayed on walls 25 feet up. Contains magical items and hosts various types of combat matches

Sporks District

A district in Drakenheim where the party encountered the tentacled creature while trying to leave the area

Spells

Sending Stone

Magical item used by Stubbs to communicate secretly, allowing him to send and receive messages

Prismatic Sphere

A permanent magical effect at the bottom of the wishing well, creating an impenetrable barrier of color and light

Fireball

Mentioned as part of Mel's request for magical items including wands, necklaces, and scrolls of this spell from the Amethyst Academy

Detect Magic

Used to identify magical weapons in the fighting pits, revealing four magical weapons among the trophies and four more magical items in the crowd

Mage Hand

Mentioned as a possible but insufficient way to retrieve the axe from its high position in the fighting pits

Sanctuary

Cast by Oiroa during the escape from the psychic tentacled creature

Items

Scepter

The object retrieved from the chapel, subject of debate about its size (ranging from 9.7 inches to 46.65 inches), glowing and requiring concealment

Payment Gold

Payment from Viktor's group, consisting of 80 platinum and 100 gold pieces per person

Tribute Gold

Gold coins required to be thrown into the wishing well as tribute to the Queen

Crystal Clear Water

Magically purified water from Blackjack Mel's personal stash, served as a display of status and wealth

Flying Axe

Bondor's magical weapon that now hangs as a trophy in the fighting pits among other weapons from fallen fighters

"Twilight" Greatsword

A magical greatsword the party possesses that they plan to sell to Aldor, possibly cursed to make victims reveal regretful sins when struck

Rings

Multiple plain rings being crafted by Crow, taking approximately one day per ring to create

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