

XTERMINATORS

GOLD • GLORY • NO SPIDERS

Why bother with an Adventurer's Journal?

A character based, in-game journal for our campaign has always been one of the most valuable tools players have ever penned. Unfortunately, it also seems to be one of the chores that's always seen as more work than fun. While that may be true, it also provides great rewards. A history of the character's exploits; their triumphs, their folly, their victory and their defeat. Aside from a documented history it also serves as a repository of vast knowledge.

The journal contains important details about the people, places, and monsters the party has encountered, traveled to, and fought. Without this written record, many details would escape our memory (The DM, the Player's, and thus the character's).

I encourage You, the readers to enjoy these journals - You, the writer, to continue contributing - and You the players to be glad that you have this resource at your disposal.

Robert Vaessen (DM/occasional player in the Rob's World! campaign)

Campaign Note from the DM: This journal represents a portion of our Adventurer's latest journey. In this journal the players/characters have endeavored to capture the events that comprise a 2nd level adventure in the "Rob's World!" campaign.

This adventure takes place in the Forgotten Realms. On the western edge of Sembia lays a town called Kulta. Not far from that town is a deep ravine, at the bottom of that ravine rests the sunken remains of a once-proud fortress; it's echoing, broken halls now house nefarious tribes and malign creatures. Evil has take root at the fortresses's core. Lost to this palace of malign repose are two young adventurers and their companions; the Dungeon Delvers have lost their way, and the Xterminators have been hired to follow their trail. Can our heroes find and recover the souls of the two lost twins? Or is all they'll find their remains and a pair of signet rings?

Player submitted character content (not including page headers and footers) below this line.

Kasha updates: In game date(s): 29 Apr - 01 Mav, 1008 Real world date(s): 5-15 and 5-29-2021

“Click!” The lock smoothly slid into place and the door opened with the least movement. Kasha stiffened but there was no need, the thick dust curled into the air. Ahead was a corridor with the most lifelike depictions Kasha had ever seen. Dragons leaped over each other and watched the visitors with such ferocity that Kasha half-expected them to leap off the wall and attack! While she stared at the wondrous sight a familiar bzzz-ffffttt split the air. Garrick? had ambled in and was now ducking around arrows. He cursed as one caught him between the buckles in his armor and stopped to face an unseen enemy. Staring at the unnerving beauty, Garrick found the tell-tale signs of pressure traps on the floor, which he disabled using the caltrops as markers.

The crew entered a small alcove where a large glistening dragon lay in wait but turned out to be a talking statue. Kasha learned later that the statue asked a riddle in draconic, which was answered correctly. Another hidden door creaked open and the party found themselves staring down a large columned hall. Kasha’s eyes were drawn to a greenish glow at the far end where a nine-foot sarcophagus rested on the other side of a pit. Something flickered and Kasha wondered if the light was playing tricks on her eyes or something waited for them. Kasha suspected it was the latter, but decided it was better to get closer and check it out for sure. Her attention was drawn back to a broken statue in front of her. The partial face still stared haughtily from within the ruin scattered across the floor, detracting from what had taken decades to create. Such a waste! At least there was another entrance behind the statue that led to another room and a tunnel that presumably arrived at the sarcophagus. Others headed down it, but Kasha lingered in the small room, wondering if there was another hidden door.

A shout interrupted her search. Something was attacking the party by the sarcophagus! Kasha hurried through the tunnel, cursing as a chunk of stone dropped on her shoulder. Then, she was delayed by the other party members who couldn’t get their butts out of the tunnel fast enough for her to engage a creature that turned

out to be a small demon guard, whose grotesque body still dripped blood as the party opened his master's sarcophagus.

Big mistake! It contained a large troll, who quickly turned on the group with an insatiable hunger burning in his eyes. They dumped him in the pit and set him on fire. His awful shrieks ripped through the air before he succumbed to the darkness once again. Perhaps the treasure was worth the risk.

Kasha moved carefully back down the tunnel to prevent dislodging more rubble and followed the others back to the front chamber. She noted how Sammie started whining and tore at a dead goblin guard who was pinned to the wall. As the guard hit the floor, a door was revealed that of course held more skeletons in it, but they didn't last long against Garreck's death breath!

The party discussed what to do and decided to wander up past the rat rooms that Kasha hadn't been able to check out earlier. She poked her nose in them and found a few shiny bits of treasure-coins and gemstones.

Meanwhile, everyone else slipped around a pit and lingered near a dragon fountain that started spewing poison at them when Pfinneas helpfully mentioned the draconic writing translated into, "Let there be death." They cleared that up and found another trap door that led to the momma of all rats and her brood. They dispatched them in short order and headed back to the storage room to check it out more thoroughly. (But not the 'made out of elf' jerky!) Unfortunately, the other doors were locked but that wasn't a problem until they were busted open and a troupe of goblins attacked! Kasha was able to scurry across the half-opened packages to attack them. Then an ugly hobgoblin poked his snout through the door and another one tossed a firebomb into the room. The party was able to handle the damage, but the ugly creature took out several of his own members. The other ones baled.

Kasha thought about chasing them but decided to keep an eye on the other side of the room instead. Good thing, too! More creatures attacked from that side, but

Xterminators Adventure Journal

Kasha was able to leap through the mess and tumble in front of them. She sliced at one creature and then drew back, hoping they would make the mistake of coming into the room where they could be surrounded more easily. It worked and the creatures were killed without delay.

Player submitted character content (not including page headers and footers) above this line.

Disclaimer on accuracy: This journal is written by one or more of the players in our campaign. It has not been edited by the DM for accuracy, grammar or spelling. While the author(s) strive to keep accuracy at the fore-front of their efforts, the reader must realize that this journal is written from a Character-centric point-of-view. The character(s) in question may not be privy to all knowledge, the character(s) in question may have assumed some information, or - yes this happens too - the character(s) may be flat-out wrong! Deceived, mis-informed or simply mistaken about some events, participants, or specific details. One must always assume that there is some level of question when recalling 'facts' from a journal such as this - If I had the time, I would crawl through such journals, correct spelling mistakes, locations, build hyperlinks, curate the content, and create a fully functional wiki style archive of 'People, Places, and Things' related to our campaign. Unfortunately, I no longer have the time to do that. I did - Once upon a time, when I was a shift worker. I hope you enjoy these journals, and understand where and why they should be taken as an aid to the player's memory, and not a historical 'fact of record' for the campaign - Robert Vaessen (DM/occasional player in the Rob's World campaign)

PS/Character specific knowledge: While the Journals are typically 'Character' knowledge, some of that knowledge may have been shared with other characters. Fellow players should never assume that another character has actually read a journal entry. If necessary, please consult with the appropriate player(s) regarding how your character might have come upon any specific journal related information.

Copyright statement: Journal entry is original content (by one (or more) of the players in my D&D campaign), but it may contain fonts and images, where copyright is not asserted by the author(s) of the journal entry content. When possible, copyright of other elements is attributed to the author(s) of that material.

Journal Entry: *Written by Leah S. as Kasha for the "Rob's World!" D&D Campaign.*

Xterminators Header graphic *is copyright Robert L. Vaessen (Created using Logoist3 application. Original design idea by Stephen Ryle (Former player in "Rob's World!" D&D campaign) - Nov 2019. Font used in header graphic is 'Anglorunic' font from Pixel Sagas website (earliest attribution seems to be 2005 or 2014, depending upon source). Font is an English-readable font for D&D style fantasy games. It is based upon an 'Olde Dethek' runes font. The font is distributed on various font websites as freeware. Available for personal or commercial use with license or limitation.*

Document background *(papyrus image) is an image fill sample provided by Apple with the legacy application ClarisWorks (later renamed AppleWorks). Application was discontinued/end of life in August of 2007.*

*More (recent) journals available online at:
<<http://www.robsworld.org/dndcampaign/Adventures/Journals/>>*

*Older journals available online at:
<<http://www.robsworld.org/ajournal.html>>*

All feedback appreciated. Send email to: <robert@robsworld.org>