

# 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?

**Editorial Note from the DM:** At the request of Leah, I have made some minor editorial corrections to insert/correct a date heading and adjust the paragraph breaks.

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

From session held 6 Feb, 2021:

“Eeeeeek!” Kasha squawked as a huge eyeball appeared from within the open bung-hole and glared at her. Suddenly, the creature attached to it was sucked out of the hole in a gush of water. Dropping the cork, Kasha reflexively took a swipe at the vicious, evil creature as it went by her face, but felt her blade slide off the rubbery slime that covered the icky thing. She stabbed at it again as the bat-slug writhed on the floor.

“Hey, it’s not evil! It’s just a Water Mephit!” a voice called out from behind Kasha, but she knew better! “Look out!” Kasha yelled as the Water Mephit seemed to get its bearings and leaned back. At this point, the Water Mephit sneezed and covered the room in bits of goopy slime. Even the dog shuddered, but Kasha sensed it in time and was able to maintain her position on his back. The others ran forward with their weapons drawn. Upon seeing this, the little Water Mephit shrieked in terror, and added an extra bit of filth onto the waterlogged floor. Then, the Water Mephit awkwardly stretched out its crumpled bat wings and fled the scene without a further comment on the matter. Kasha heaved a sigh of relief as soon as it was out of sight. Quickly, she retrieved the cork and placed it back in the hole, just in case there were more of the gross things still lurking about inside the barrel.

Kasha was sorely tempted to let the humans try a drink from what could only be described as ‘Swamp De La Pew’ still sloshing around inside the barrel, but now wasn’t the time for jokes. Besides, surely even a human would gag at the acrid stench, if it was thrust right in front of his nose! Yuck! Kasha held her breath as she gracefully dismounted. She only paused to give the dog a quick scratch under his chin in thanks, before exiting the room as quickly as her sturdy legs would carry her.

They continued down the hall, until Kasha’s sharp ears caught the sound of mewling nearby. It turned out to be a pathetic little Kobold named Beebo, who seemed much more interested in finding his lost dragon, than attacking the party and losing his miserable life. Instead, Beebo marched them straight to his queen and even

## Xterminators Adventure Journal

volunteered to take the party through the goblin-controlled corridors in order to find his dragon, Corthas, again. And, hopefully they would find the missing twins as well! But, Kasha wasn't going to hold her breath on that score! Too bad Beebo was the only one who control the baby white dragon! That meant Kasha would be obligated to save Beebo's worthless skin if anything threatened him. And, she didn't relish cutting his life short, if Beebo happened to turn on them. Well, alive didn't necessarily mean conscious! Heh, Heh.

**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.*

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

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