

# 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 has also/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 your contributions - 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 fortress of a once-proud fortress; it's echoing, broken halls now house nefarious races and malign creatures. Evil has take root at the fortresses 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.

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Phulleigh Dotfive's Journal

Game date: 19-21 Apros, 1008

(Real world date: October 31, 2020)

Day 22 of the Xterminators

21st of Apros

Phiny-ass shot a bolt of dark magic. Would we be in time to help or would the Kuo-toa cut everyone down? Will we get there in order to experience the killing of evil?

Whoops... as Vern might have said before, we should probably go back to the treasure first.

19th of Apros

I really wanted to see those dinosaurs up close, but maybe Captain Pecorney was right to steer clear of them. Speaking of Captain Pecorney, he was telling me all wrong on that starport thing. So Spence and I aren't going to listen to anymore of his directions. When Spence and I are hanging from the nose of the ship, it's the right or left side. Speaking of which, the nice sunny day brought us some treasure on the left side of the ship. At first only Tosha and I could see it, but as we got closer everyone viewed it and they started to try to scoop it up with the nets from the ship's cargo stash. We all tried to grab stuff, but the only one that got it on the first try was Xalted. He pulled up something wrapped in canvas. After a few more tries Phiny-ass grabbed a barrel and the Dragon King got a cask of something (Imagine that? Can you say alcohol?). While Grey checked the stuff to see if was trapped, Xalted unwrapped and held up the sheet of waterproof canvas. He then opened up the cube and found someone's fat (10'X10' Whale blubber). Grey and Phiny-ass said it was probably worth around forty-five to fifty gold. Phiny-ass managed to pry open

the barrel and found some water, which the Captain claimed for the ship. Just then, the Dragon King made a big and funny sound as he unsealed the cask. As he breathed the strong fumes in and out, I thought he was going to jump in, so I grabbed onto his cloak. The Dragon King, between his noises, said it was fifty gold worth (sixty gallons) of Cormyrian Grand wine (not that we're every going to see any gold for it; did someone say alcoholic?).

### 20th of Apros

Cloudy and some rain, but Spence and I didn't care; we took our spot at the nose like always. And it was a good thing too, otherwise we would have passed right by Gandofar Histettia. As we neared the Old Christopher Rocks (Navigation milestone 1 mile out) I was the only one to see something doing jumping jacks on one of the sea stacks. When I pointed it out, the Captain steered towards the rocks to get a better look. Sure enough as we got closer most everyone could see the beggar of a human jumping up and waiving at us. Grey, Xalted and Money (I guess I should start calling him Just Vern again, as he hasn't been his usual money grubbing self lately for some unknown reason) helped two fishermen man the row boat. Unfortunately, it took three hours to rescue him, but Spence and I didn't complain because Gandofar said he was a very rich guy and he was going to give us a bunch of gold for saving him when we got back. Or, that is he was going to until our stupid Knight held up his hand and smiled that big shiny smile and said, "No need. There is no greater reward than saving somene's life." We need to keep him in the cargo from now on. Turns out Gandofar's fishing boat was attacked by a thirty foot shark and everyone else got ate. He'd been on those rocks for two years! I bet he would have given us a whole bunch of gold. Oh well. I'm sure Mielikki will bless us for our do-goodering. Either way, we fried up some of that whale fat for him and would see him well as we were on our way to his home in Saerloon.

On our way, The Dragon King and Spencer spotted something floating a few thousand feet in front of us. As we got closer, they looked like floating rocks (But

that couldn't be, rocks don't float, do they?). The rocks were moving on their own. Captain Pecorney said that the currency was taking them along. Spence and I leaned over and grabbed one of the stones with one of those gaffer hooks. When it looked like I was going to fall in, The Dragon King grabbed my cloak and then helped us pulling up the rocks. There were six of them and they all had a length of chain attached to them. Captain Pecorney spoke up and claimed them (What in the nine hells was he going to do with a bunch of rocks?). I checked to see if the rocks were magic, but WizRWe said that their special geological prosperities were what kept them afloat. She said that after eight days they would dry out and loose their floatating prosperities. Just then the Captain said, "I will sell them to you for three hundred gold." When I raised my hand and got ready to say that I was the one that picked them out of the water, Grey whispered to WizRWe that we could get double that from a geologicalist. So she started to sway her hips and put the Captain in a trance and he only made us pay half. While they were all arguing about the price, I was talking to Phiny-ass about his new family-er owl. He suggested that since I was so good with animals, we should look for a new family-er dog.

We were ashore by two-thirty and the Captain suggested we stay at the Anchor and Bell. Since there was lots of time left in the day, we decided to check on that geologicalist that Grey was whispering about. And wouldn't you know, we passed a pet shop along the way, so I asked if we could come back after we were done with the rocks. No one said anything, so I took that as a yes.

We entered a little stone igloo with lots of shelves with rocks on them. A stout dwarf by the name of Banaby Breaker bellowed at us, "Greetings travelers! Welcome to On The Rocks! What have you got there?!" Phiny-ass and Grey were holding up the floaty rocks and said, "Have you ever seen rocks that float?" Barnaby suggested we put them in his Koi pond out back. He was really suprised, "Well I'll be, I've never in all my years seen such a thing! May I by chance test these and check their prosperities?" He took the rocks back in and examined them with a jeweler's loop.

Phiny-ass tried his dimple-lomacy, but he tripped on his robes or something. But, Baraby still gave us what Grey said he would (600 gold).

When we got to the pet shop, upon closer inspection the sign said, "To The Dogs." An ugly half-orc with a really long beard with shiney little rocks tied into it said, "Welcome to my shop." Before he could finish I ran up to him and said, "We'd like to buy a dog just like this." And I pointed down between my legs at Spencer. Varnus Hastings smiled and raised an eyebrow saying, "It would be very hard to find another like him." And he held out his hand, to which Spencer licked and slobbered on (which meant he liked him). Varnus showed us a big "War Dog" while he slipped Spencer a piece of jerky. The war dog was huge and regal looking, but when Spence sniffed his butt, he looked up at me and squished up his face like he smelled old. When Varnus saw the look, he showed us two much younger riding dogs. They weren't as muscled or as big as Spence but they were very spirited. The Brindle Great Dane ran over to us and licked Spence all on his face. "Sammy is one of the better gaurd dogs," Varnus added. I didn't care how much he cost, we were getting this family-er. With the help of WizRWe and her special eyelash blinking Varnus only charged us a hundred and twenty-nine gold, and that included the extra large saddle pack. He even sold us a pack of bones for only a silver. Turns out, Sammy knows all the same tricks as Spence does.

After that triumphant experience we headed over to the Anchor & Bell. It cost us five silver for room and breakfast. Of course, Grey had to buy something at the bar.

21st of Apros

Just Vern and I both spotted a group of creatures that surfaced and started giving hand signals. Just Vern and WizRWe understood the message (Hmmm... we're going to have to ask them to teach Spence and me that) and said, "This area is a no fishing zone." Just then Just Vern yelled something in another language at what looked like Phiny-ass' cousins except they were the same color as the ocean. Just Vern added,

"They have eels and don't want any poaching!" The rest of the day was just Spence and I (at the nose) waving in the sea breeze.

At three am our sleep was rudely interrupted. Sammy and I heard WizRWe yelling, "Pirates on the starboard side!" Just then Phiny-ass opened the door and yelled down to us, "Wake up you sleepy heads, we're under attack!" I shook Spencer awake while I grabbed my lance. When I heard WizRWe shoot her bow up top (and a plunk in the ocean), I poked Xalted in the butt and as Spencer got up, I readied myself to swing up on his back when he headed for the stairs. Just Vern grabbed his shield and weapon at the same time (I forgot he's ambidextrous like Spence and me). We didn't know yet, but WizRWe would later tell us that two evil monstrous humanoids called Kuo-toa had thrown harpoons at the hull and were boarding us. The Dragon King was half way up the stairs and Tosha was already on deck. I got ready to yell, "Don't kill anyone yet! Wait for us!" But then I heard deck hand Harrold yell like he was raising his weapon up as Phiny-ass shot a bolt of dark magic. Would we be in time to help or would the Kuo-toa cut everyone down? Will we get there in order to experience the killing of evil?

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

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*PS/Character specific knowledge: While the Journals are typically 'Character' knowledge, some of that knowledge may have been shared with other characters. One 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 Sean O' as Phulleigh Dotfive for the "Rob's World!" D&D Campaign.*

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