

# 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?

## Phulleigh Dotfive's Journal

Game date: 24-26 Apros, 1008

(Real world date: November 28, 2020)

Day 24 (no relation to the date) of the Xterminators

24th of Apros

At the rest stop, we were all trying to pacify it's request for "shiny tribute," but at the same time readied our weapons to attack the huge Treant (Spencer and I were praying we wouldn't have to charge it). It shook it's arm branch so fast that the end with the light clinging to it broke off. When all of a sudden Gertrude said, "You know that none of us would ever hurt you. Thank you for your company and we'll see you another day." That seemed to do it, because the giant tree picked up the bag of gold and wandered off into the forest (Spencer and I knew better though; we scared him off. And don't come back you evil mouther!).

After that, we ate our cheese sandwiches and dipped them in tomato soup. No more encounters and we made it into Daerloon at two in the morning.

25th of Apros

It was cloudy (not that we could tell in the dark) and cold when we made our way to the station master. We asked to get tickets for the next day but he told us we had to wait until morning (wasn't it already morning?). Xalted smiled really big and asked politely if we could purchase tickets for midnight "tomorrow." The station person seemed suprised, but looked anyways to see if there were enough tickets. He said, "I'm sorry, but I don't have eight tickets, only seven are available." I said, "That's perfect! Because we are seven! Sammy is a pack animal." WizRWe convinced the human to sell us tickets for midnight the next day. And she even got him to "give" her a free one (I guess it pays to be pretty).

We made our way over to Candice's Campsite and rented a cabin for five silver. It was a little cramped but Spence and I didn't mind. We cozied up to Tosha for extra warmth. Apparently, there were some guards outside, sitting around the campfire drinking. The Dragon King and Xalted were talking with them on their watch (so I was told later). They said that we should beware of something called Scion Scourge. With my druid knowledge, I knew that they were vampire tumble weeds that could group together to make a giant. Hopefully, we wouldn't run into any of them, but we'd be ready. Spencer and I would keep an ear to the wind listening for leaves blowing (what if they're just leaves?).

In the morning while everyone was waking up, Spencer, Sammy and I went foraging for some breakfast. The dogs rustled up a couple of squirrels which we proudly held up when we made it back to camp. There wasn't enough to feed the rest of the group, so I cooked it a little on the camp fire and gave it to Sammy (he's kind of skinny).

Everyone except for WizRWe and Tosha went into town. I decided that since Sammy was part of our party now, I should probably get him some armor. We found an armor shop called Maelstrom's Metalworks. A dwarf with a long beard and really bushy eyebrows said, "Greetings tall folk." He was obviously talking to the rest of the party, so Spencer and I sniffed around the shop. Just as Spence found some buried treasure, the dwarf asked, "What can I do you for?" I replied from the back of the shop, "I was wondering if you had any leather barding for my pack dog Sammy." He said he didn't, but he might be able to modify a set he made for a pony. Except we'd have to pick it up later around six. I told him that would be perfect and wrote him out a bank note for twenty gold.

Just Vern wanted to see if there was something called an ever burning torch, so we went to the general store. No such luck (Spence and I were wondering if there was such a thing). To our surprise, the alchemist shop (Cyril's Alembic) had a couple. So,

Just Vern bought one (and it was very over priced!) for one hundred gold from the green eyed male half-elf.

26th of Apros

Another chilly, cloudy day, but again we couldn't really tell as it was the middle of the night. Everyone boarded the stage coach, except Spencer and I who road on top of the cargo hold. Around one thirty the coach started to make a thumping noise and the carriage was bumping up and down (Spence and I must have been tired, because we didn't wake up). Just Vern jostled us; and good thing too, cuz a bunch of wolves ambushed us! I was going to try my animal dimple-lomacy but they had already taken a chunk of belly from The Dragon King (he could afford it).

Exalted was on the left side of the stage coach and got surrounded by at least nine or ten hungry beasts while Tosha whisked out her not so long swords behind him. Necro-elf got in line behind Tosha and shot an unholy bolt at one of them. That wolf must have gotten mad, cuz it moved too fast for Xalted to parry and Tosha got bit. I gave the command to Sammy to gaurd Tosha (I'd hoped he did; I couldn't see from this side). Grey got really big and hit a canine, and it ran away, while in back of the coach two wolves took bites out of the "extra" horse. WizRWe was already singing her "go kick their butt" song when Just Vern cast a mending spell on Grey, as he pulled out his mace and strapped on his shield. Gertrude shot a crossbow at the one that bit her horse but missed. Her husband Barren climbed up on the coach to do the same, while Spencer and I ran around to the ones that were attacking the horse and smashed one on the head with my new sheleighlah.

Would Phiny-ass, Tosha and Xalted be overwhelmed by the sneaky pack of ambushers? Would the rest of us on the right side of the coach be able to scare away the rest of them before they killed the horse? With Mielikki's blessing, the tide would turn in our favor.

## Xterminators Adventure Journal

*Disclaimer on accuracy: This journal is written by one or more of the player's 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 in fact 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. 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.*

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

**Journal Entry:** Written by Sean O' as Phulleigh Dotfive 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/>](http://www.robsworld.org/dndcampaign/Adventures/Journals/)

Older journals available online at:

[<http://www.robsworld.org/ajournal.html>](http://www.robsworld.org/ajournal.html)

Your feedback appreciated. Send email to: [<robert@robsworld.org>](mailto:robert@robsworld.org)