

# 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.**

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## Phulleigh Dotfive's Journal

Game date: 27-28 Apros, 1008

(Real world date: January 9, 2020)

### Day 26 of the Xterminators

Was this the portent of what was to come? Being attacked every step we take?

Wait... we should go back to the ranch first.

### 27th of Apros

When we got back to the ranch, we went through the back and put our stuff in the rooms. Dinner was no special fan fair; I think the house was a little sad or maybe worried. Couldn't blame 'em. Hopefully, we'd have some good news in a few weeks when we got back from the underground complex.

### 28th of Apros

We woke to the sweet smell of bacon cooking. Spencer only had to go out once last night. And apparently, Sammy isn't house broken. I tried to rub his nose in it, but he was too strong (And tall). I'll have to save a spell and have a heart to heart with him tomorrow morning. When we came into the dining room, there were scrambled eggs, oatmeal, apple juice and milk laid out on a side table. The dogs and I ate several helpings of oatmeal (Mostly, because that was the only thing left over). Spencer was sad there was no bacon left. We thanked grandma Betty for breakfast and went back to our rooms to pack.

On our way back through town, the half-elf Ken greeted us. He started up a conversation with Xalted and mentioned something about Dragon People. Most of us recognized the description as Kobolds. He also said something about the older brother Bruce Hakerra, but Spencer and Sammy were rough housing so I couldn't

hear. We kept turning to leave when Ken started talking again (Seems Ken wasn't very busy). The fourth time we all turned to go, I said, "Alright, have a nice day."

As we headed down the "Old Road, we saw a sign saying "Old Road no longer used. Danger. Stay out." The road was blocked off by some boulders and tree trunks. We just went around.

About a mile down the road, I spotted an owl sitting in a tree. When I pointed it out, Phiny-ass sent Labraen over to talk with it. Necro-elf said that this was one of the twins family-er and it's name was ass-tricks (Hmmm... this might actually turn into a fun morning). Phiny-ass said that ass-tricks was going to help us and we followed both owls down the trail. A couple more miles where we had expected to find an opening in the ravine... nothing. Ass-tricks said it was much further, so we kept following.

A little while later, we spotted some dilapidated shacks. Upon entering we could see several pairs of tracks. WizRWe said they were probably Kobold tracks. One of the little houses was burned down, but Just Vern found a journal in the debris. It was mostly burnt, but there were several passages that he could read. It said something about fences, cows and alfalfa. The last entry said something about "The Goblins offering an apple that heals." It was signed by Baron Eltack. It was around noon, so we decided to eat some lunch.

An hour later, we could see the ravine. The owls said there were some broken pillars (At least that's what Necro-elf said). At four PM, Phiny-ass proved to be right and we could finally see them. And around four-thirty we reached the columns. There were three on this side of the little canyon and two on the other; they were made of stone and had writing all over them. Necro-elf and Grey recognized some of the languages, one of which was written in dragonic. As we approached the edge, we found a rope leading about fifty feet down to a platform. Then another stand with fifteen feet of steps leading down to another and then a third. Before anyone could

say anything, the Dragon King started down the knotted rope. As soon as he went over the cliff, he went invisible. It sounded like he slipped and fell, because the rope went taught and he started to curse in dwarven. But with his catlike reflexes, he looped his foot on the rope (I think anyways; that's how he told the story) and hung there long enough for us to get our silk rope out and throw it down to him. After Grey twisted the rope around his arm, Just Vern lowered him the rest of the way. We did the same for everyone else, even the dogs and we all made it down without any blood shed. But low and behold there were things hidden in the darkness waiting.

Three Dire Rats came at us out of no where. WizRWe, Grey and I knew what these things were and The Dragon King yelled out to not get bit. Not sure if anyone else knew he left out the part about the Filth Fever disease, but I didn't say anything; best not to worry them. But I knew we had to kill them fast though; I don't think Just Vern knew how to cure diseases yet (I sure don't). Grey took out Malagar (I think; he was still invisible) and ran at the one in the middle and became visible just in time for us to see him whiff, so I cast my new spell "Hit 'em again." The Dragon King swung once more and knocked it out while Spencer and I went wide to the right setting up for a ride-by charge. But at the last moment, Xalted got in the way. WizRWe took out her one of many weapons and whipped the one that was already dying while Tosha ran up and stabbed another. Phiny-ass sent his owl to fight while he cast a dark energy bolt. It sizzled into the one that Labraen got bitten by (Luckily, Just Vern said he didn't catch the fever. Necro-elf needs to take better care of his pets). Just as I was gonna say just that, Vern charged the one on the left and killed it. I yelled, "Ecthel Northo!" and charged the last one. Not sure which happened first, the lance piercing the rat or it exploding all over Xalted (Serves him right for getting in our way). Grey and Xalted smashed the breath out of the other two.

Was this the portent of what was to come? Being attacked every step we take? Mielikki bless us and keep us safe.

**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. 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 Sean O' as Phulleigh Dotfive for the "Rob's World!" D&D Campaign.*

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