

# 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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## Xterminators Adventure Journal

### Phulleigh Dotfive's Journal

Game date: 28-29 Apros, 1008

(Real world date: January 23, 2020)

#### Day 27 of the Xterminators

##### 29th of Apros

Hopefully, Mielikki will continue to bless us and the only thing that comes out of the bung holio is a nice spray of cold ale for Grey.

We should go back to last evening first.

##### 28th of Apros

After wiping our weapons off from the dire rats, we looked up at an out building around fifteen feet up. The owls scouted first and they could smell something really bad. I lifted the dogs up one by one, and then climbed up myself. When Spencer and I entered we could see (And smell) decaying bodies. On one side were goblins and on the other side were kobold bodies; A dozen all together. When Just Vern came in he started searching (And dry heaving). They were already picked over. Grey searched the room and found a trap that would dump us into a pit. He told us to stand on the ledge while someone opened the door. In the next room, Grey unlocks and opens a door and he is attacked by the largest rat I've ever seen. WizRWe, Tosha and Spence and I all move in and attack it and it goes down.

The next door is locked and looks like a stone dragon. The Dragon King can't get this door unlocked and someone says that it detects as magic. We decide to camp for the night; we put our packs against the back door just in case.

##### 29th of Apros

Mielikki was looking out for us, because we weren't attacked at all during the night. Before we go through the next door Spencer and I hear something scratching and tell everyone. Grey unlocks the door and pushes it open with his shoulder... hammer and shield at the ready. We see three Scion Scourge down the hall. WizRWe starts singing as Tosha runs up and smacks it really hard with her not so long sword. Xalted follows and stands there with his shield. Phiny-ass shoots a bolt of dark magic and kills one (first time for everything I guess). The rest of us hear something laugh at The Dragon King, so Spence and I move into the room and cast "Hit 'em Again" and Malagar tastes some weed. I sling one of my bullets, but miss. When Just Vern enters, he throws one of his spears and misses too. Xalted does the same as us but with his broad sword. Both Grey and Tosha swing at the same time; the one in front of Grey goes lifeless. Tosha slices with her right not so long sword and finishes it off with her left. I crush the tumble weeds with my staff until they stop moving.

After wiping the sweat from our brows we notice there are three doors in this hall; one straight ahead and one to the left and right. The one to the left has a bas relief of a dragon fish. We open it and see a keg with a metal bung on top and pipes under it going into the floor. Tosha climbs on top of Sammy and starts to open the bung hole.

Hopefully, Mielikki will continue to bless us and the only thing that comes out of the bung holio is a nice spray of cold ale for Grey.

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

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