

# 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: 29 Apros, 1008

(Real world date: February 6, 2020)

Day 28 of the Xterminators

29th of Apros

Tosha, standing on Sammy's back, pulls the plug and we hear a large popping noise as water comes pouring out. A winged fish person appears; it's small with scales all over its body and has shiny black bulbous eyes. Grey says it's a water elemental and to watch out for its breath weapon and snot globules. Tosha drops the cork and pulls out her short sword and stabs it, but there isn't any noticeable damage. Phiny-ass shoots a dark bolt and says, "Take that snot creature!" Vern hits it also but no damage again. It breathes on us and we all get sprayed (except Tosha and Sammy) with some kind of acid. Sammy and I hit it and do a little damage. Phiny-ass casts a necromantic spell but it didn't turn undead, because nothing happened. Just then Vern says, "Garreck, if you hold, I can buff your weapon." After Vern makes Grey's weapon shine with magic, The Dragon King swings and smashes it good. Xalted yells some profanities at the elemental and scares it and it tries to run away. We all take a swing at it but none of us do any damage. It runs down the hall and Phiny-ass says, "The creature is fleeing! I can see it leaving the dungeon."

Nobody wants to go after the creature, so we head to the next door. Grey says that he can see a key in the keyhole, but it's on the other side. Xalted opens the west door and in the middle of the room there's evidence of a bonfire and below it is a cage that looks like something busted out of it (or into it). There's also a small bench in front of the cage draped with green things. A sleeping bag is whimpering, so I poke it with my staff and say, "Hey, are you okay?" Something pops its head out for a second. It's a kobold! It says, "I am Beebo, keeper of the dragon. Have you seen

my dragon, Corthos?" Then he pulls the sleeping bag up over his head again and starts acting scared again. As we get closer, we can see there are four jade carvings of little dragons. Grey asks, "What's with the figurines? And have you seen any humans besides us?" Just then Phiny-ass says as he is reading the writing on the wall, "There be dragons." The little Kobold pops his head out and in between each of his sentences goes back under the sleeping sack. He says, "Beebo not know. Korthos is a white dragon. Leaders name is Yanithrex. She will know about your humans. Beebo take you to leader if you no hurt Beebo." Why not? So we agree to not hurt the kobold.

Beebo leads us to the North into a twenty foot wide room with two sets of columns running down the middle of a hundred foot long hall. The leader is a female. She says, "If you return our dragon we will give you a reward and safe passage in the areas we control." All through the conversation the kobolds (nine or ten of them) were screaming, "Kill the goblins! Death to the goblins!" And some other not very nice things. Yanithrex had to stop the conversation several times and yell at them to "Shut Up!" Finally, the leader gives Beebo a pendant saying, "Beebo accompany you to help control dragon and maybe you find other humans."

Beebo takes us back to the bonfire door. We go down a hall and then North of the tower. There's a fountain on the East wall and an inscription on the wall/door. In Dragonic Phiny-ass reads "Channel Good Open the Way." Could this be the room the twins are hiding in? I pray to Mielikki that it is. Grey reaches for the door to open it...

**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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