

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.

Phulleigh Dotfive's Journal

Game date: 30 & 31 Apros, 1008

(Real world date: May 1, through May 29, 2021)

Day 32 of the Xterminators

I have to say, I really didn't think that getting another dog would be so much work. I'm not complaining; I love the dogs, but spending hours brushing them out, feeding them, and practicing their tricks every evening doesn't leave me much time to write in my journal anymore.

I will make special note here however that I woke up the other morning from a fitful sleep and forgot to put on my eye patch. Sammy is having some problems with potty training. Anyways, we were all sitting around the fire while breakfast was being prepared and the torch seemed especially bright. That's when I froze and realized my eye covering was still in my bed roll. I held my breath and started to cover my eye with one hand and rummage around in my pack with the other. But I stopped, and slowly raised my head up and looked around at everyone. They were just doing regular camp stuff. No one did a double take or start to stare at me eye. Nobody said anything about it. It's been two days now, and not one single comment. For the first time in years, I don't feel like I need to hide my scar. I'll hang onto the eye patch just in case though.

Our party had just defeated a Quasit and rather than open the sarcophagus, we decided to rest in order to heal and get back some of our spells.

30th of Apros

After resting, we searched the Quasit as Grey and Xalted started to remove the twelve clasps on each side of the sarcophagus. Finally, they slid the cover off and lying there was the biggest troll I've ever seen. It wasn't moving but it didn't look

dead. I knew naturally that trolls regenerate and was going to ask how come this guy wasn't moving, when all of a sudden the brute opened his eyes and sat up. Tasha Grey and WizRWe all swung their weapons at him but they just deflected off of his armor. I don't know how long it took but I threw at least three bullets at him before he fell over. WizRWe and Grey both already told the party that it regenerated, so Xalted drug him and threw him into the pit where it was spit roasted by the spikes at the bottom of the twenty foot deep pit. We dumped five or six flasks of oil on him and threw a torch down to set him on fire. I noticed that the fire was starting to go out, so I took our wooden crate of metal jacks and dumped them in the corner, then took my staffsling and started busting up the crate into what I hoped looked like kindling. Grey and Phiny-ass saw what I was doing and we all threw the wood on the troll and had a nice bon-fire going. Too bad the nasty troll smell and smoke didn't have any where to go except in our noses. Before we suffocated Grey searched the stone coffin and found coins, some jewelry, four scrolls, a torch and a dagger. Grey also found a secret compartment that had two magical potions and a not so long sword (which Tasha snagged for herself).

We decided to go back to the dragon fountain and open that door. Phiny-ass said there was something written in Dragonic. He read it out loud (not sure why, cuz he was still speaking in Dragonic). Then he says, "Iski," and the door magically opened. What just happened? Why wasn't anyone else confused here? I started to ask that very same question when all of a sudden Sammy started pulling on a dead goblin's leg over in the corner (Apparently, this particular riding dog doesn't know where to pee, but he can help Vern search corpses?). Just Vern pulled a spear out of one of the goblins and when it fell there was something written in Dragonic and the word Anaglathos. Just then Grey found a secret door that was trapped. He bypassed the trap and opened the door. When he entered, three elven archers stood up. All of us grabbed our weapons and before we even pointed them at the undead, Just Vern had raised his holy symbol and they all exploded. We found arrows and bolts, two

bows and one not so light crossbow. We also found a piece of alabaster in the shape of a brick wall (6x6x1"). Phiny-ass found a word etched into the little wall, "Iwalli." As Vern moved down the west hall, he noticed we missed a door. Grey unlocked it and opened the door to a room that was twenty by twenty feet with six decaying bodies in it. Vern pointed to the back of one of the robed bodies and said it looked like a tattoo and that it may be one of the cultists we heard about.

We headed North-east and back to the "rat rooms." Grey found some coins and gems in the nests. There was a fountain across from the pit and an inscription in Dragonic that read "Let there be Death." At least that's what Phiny-ass said. Just then the head turned and sprayed black liquid on them just as Xalted, who walked ahead of us set off a trap. He jumped out of the way before he fell into the pit, but WizRWe wasn't so lucky. We threw a rope down to her and pulled her out. When she stood up, she cast a necromantic hand to go and get the fallen torch. Grey disabled the trap so it stayed closed. He had a rope around his waist in case he fell into the pit. When we saw a rat in the next room, Xalted pulled Grey out of the doorway (and right on his ample butt) while the rest of us entered the room and dispatched the vermin. When Grey came into the room, Vern followed but was too fat and the trap dropped him on his head into the pit. When Xalted pulled him out I cast rejuvenation on him and he woke up after a minute or so. Just then three rats attacked Grey. Tosha, WizRWe and I move into the room and each took a rat and extinguished their life force. That particular room had two gold rings (one with a finger still in it) with the word Talakas etched into it (the one with the finger), five daggers, some coins, a short bow, water skin, iron rations, bed roll, a wooden box with flint and steel, three torches, six pile arrows and one potion.

31st Apros

After resting, decided to go back to the "storage room" and search it. We found two stone flasks which we filled with lantern oil. While our attention was focused on the trash heap, a hobgoblin and five goblins entered the side room where Spencer, Tosha

and I were at. Vern asked what the word for fall is in goblin. Grey replied Denali. Once the Hobgoblin went down, one by one the goblins move into the room where we took turns bonking them on the head. Vern took the last one out. We got some small leather armor, light shields, morning stars and a longsword. Grey tried to open the lock on the next door but it broke so he got mad and grew big and bashed the door into splinters where we were promptly greeted by two hobgoblins and ten goblins. In similar fashion as before, when each monster entered the room we bashed them in the head, except this time Xalted did most of the bashing. He got so excited with all the bashing that he swung his shield and missed one of the goblins and slammed Grey to the ground. It was at that moment that one of the remaining goblins threw something into the room that detonated on impact. Everything within fifteen feet was immolated. Everyone except Phiny-ass, Spencer and me jumped out of the way. The explosion dazed us and by the time we could move again, I saw Vern dispose of the last goblin in the room.

Are we getting closer to the twins? Will we be in time to rescue them? Or are they already dead? Mielikki deliver us from this evil.

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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