

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: 1-2 Mavis 1008

(Real world date: August 7, 2021)

Day 35 of the Xterminators

Would we be able to get past this trap before the noises on the other side of the door come looking? Oh... We should probably start with our meeting the fire snail...

1 Mavis

So after Trust said, "Hey that guy has my armor!" and ran down the tunnel, we heard a roar that sounded like tumbling rocks. Someone yelled, "That's a Thoqua- an earth elemental!" Trust moved into the mouth of the cave and shot an arrow. The arrow disintegrated on contact with the elemental. This thing looked like a fire snail with a pointy nose. Our War Mage shot it with his not so long bow just as WizRWe started singing. Vern moved into the cave and down the tunnel right next to the creature and got hit which set him on fire. As he started to brush off his clothes, Phiny-ass cast a frost ray at the Thoqua which seemed to take more damage than normal. Grey moved up and smashed the creature good and it stopped moving. Just then Trust A Girl came around the corner dragging a dead goblin. He set it in front of us as he took off it's armor and axe and placed it on himself. This time though after searching the goblin he didn't take off it's pants.

There were two doors, one of which was less traveled according to Trust so we opened that door. It was a forty-five by ten foot room with luminescent fungi and mushrooms. Spence and I went to the end of the room and tried to look into the chasm without going to the very edge. Trust went to the edge though and when he looked over the edge he said he saw some baby Thoqua. That's when the ground crumbled beneath his feet. Somehow all the cave floor fell into the gorge except the

few inches beneath his right foot. Balancing on his tippy toes he sprang away from the edge safely. This was the perfect place to rest, if a little cramped.

2 Mavis

After eating a cold breakfast, Trust checked the door more traveled. Just as he was about to check if it was locked, it opened and there stood a surprised goblin. Our War Mage immediately let loose some arcane missles that thumped into the goblin's chest just as Grey and Tosha moved into the room past the startled goblin. Vern cast some lights as WizRWe attempted to whip the astonished goblin but missed. That's when Spencer and I moved in behind and smashed the goblin down. Trust A Girl had his not so long spear and he ran into the middle of the room where there were three or four more goblins. As he ran past them to the other side of the room he poked one in the throat while at that same time Grey smashed a dire rat that came out of one of the four rooms. As Spence and I turned around and attempted to take out one of the three that were blocking us from moving further into the room, three more goblins surrounded Trust. As he tumbled past all three and threw his spear, Tosha spun and sliced both the one in front of her as well as the one behind her. An arrow flew out of one of the other rooms and into the forehead of one of the last standing goblins. The last raised his arms and said something in goblin, probably something like, "I surrender." Spencer and I moved to that end of the room and I pointed a staff end in it's face while Grey questioned it. Finally, it drew us a map to where we hoped the twins were being held. Although, the goblin said that he hadn't seen any living humans.

We tried the last door that the goblin said was an antechamber. Unfortunately, it was trapped and when Trust A Girl tried to disable it three of the four panels in the ten by ten room, fell into a thirty foot pit. Would we be able to get past this trap before the noises on the other side of the door come looking? Mielikki let us persevere.

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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