

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: 5-6 Mavis 1008

(Real world date: January 22, 2021)

Day 41 of the Xterminators

Did Trust stir up a hornet's nest? Would we catch fire as we tried to go up the tower?

Wait, we should probably go back to the Bane Dead.

5 Mavis

After defeating the Bane Dead, we started back towards the dungeon entry point. Instead of having to go through the trapped corridor, our battle mage found a secret door. Trust disabled what he called a "scythe trap" and we headed back to the area where Xaltor died. We noticed that the vines had been cut away, so there wasn't any good way to climb the eighty foot tower. Just then Sir Brannard pointed and said, "That mound of dirt is evil." When Trust went over to check it out, skeletons started to rise from the dirt.

When the first started to emerge, we noticed that it had some kind of fungus growing on it. Garreck recognized them as having "Bone Fungus." He said that when it was disturbed it gave off poison spores around them. Everyone held their breath just in case. Vern moved towards the now fully risen skeletons and attempted to destroy them with positive energy but the mound absorbed the energy and actually ended up healing them. There were little lightning bolts that hit the undead and seemed to make them stronger. I told Spencer and Sammy to hold their breath but only Spence understood. As Vern moved closer to the mound he spotted a small black stone and said, "Be careful, if you get too close to the stone, it will damage you." Both Sir Brannard and Trust swung at the undead and we could see

the spores puff out in a little cloud around them. Both Vern and Garreck moved up and attacked while Spence and I downed the first skeleton. I tried again to get Sammy to hold his breath, but he just looked at me funny. I told him to stay back instead. Tosha went to the cave entry point and attacked a regular skeleton but it took no damage. Sherlynn swung her staff as Sir Brannard hit the one directly in front of him. Four were now attacking him at the same time, so Spence and I went over to help. Grey moved up next to Spence and I and we all attacked and downed one. Instead of attacking the skeleton in front of Sir Brannard, I yelled out, "I'm attacking the stone!" just as a skeleton cut me with a scimitar while my back was turned. Spence kept the skeleton busy as I smashed the gem into tiny pieces. Just then Vern must have spotted the jewel breaking because he raised his holy symbol and destroyed the rest of the fungus skeletons. Still holding our breath, we shook off and brushed away the spores from our clothing.

As Garreck was appraising the broken pieces of the gem, rocks started falling from atop of the tower. Apparently, Trust had taken upon himself to start climbing up the tower. We picked up the five broken pieces of the jewel and Grey said it was a moon bar. After tucking it away in the saddle bags, Trust came back and told us there were goblins up there. It was then that Sherlynn asked, "How long before more skeletons regenerate?" We decided to set up camp like we did when we came through here before in the "Thoqua room." During dinner, Tosha said she was thinking of leaving us and going to take of her kittens. I sure will miss those hypnotizing swaying hips.

6 Mavis

When we looked up the inside of the tower, we could see the rope ladder had been fastened about sixty feet up by Trust. And we could smell oil. Did Trust stir up a hornet's nest? Would we catch fire as we tried to climb up the tower? Mielikki preserve us.

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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