

# 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

Beginning a new day. as the party messes with all the piping stuff, as I don't want to get covered in muck in case that is a vat of toilet water, I will stay out here in the hall and guard this door.

Action, something came out of the tank and is attacking the party. As space clears for people to find the best place for them, I move to see what is happening.

Something about weapons not working, but magic does, so I will set guard to keep the casters alive. Nasty little ball of mucus sneezed on us. No protecting against that. If weapons don't work, I'll try to scare it. Next I will shoo it out.

Time to go though the door, nice having someone who can open locked doors.

Interesting room, a bit dark, time to stoke up that fire.

OK, enough talk. Time to ask Strategic questions. Guess we follow the creature.

Time to get out in front in case that group gets uppity. Well, if Beebo says the children are this way, might as well get out in front where the natural leader would be once we have a real destination.



**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 Jeff L. as Xaltor for the "Rob's World!" D&D Campaign.*

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