

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.

'Famous last words!' Kasha inwardly grumbled to herself as she tightened the knots to make sure they were secure. 'Of course, / should go down first and investigate the bottom of this wretched pit and check on Zaltor! Why not?!'

She glanced over the edge of the hole and felt her insides clench up. Ugh! Something was definitely moving around down there! However, Kasha didn't want to get skewered on her own swords if she fell, so she sheathed them with a small sigh.

Then, Kasha sat down, took a deep breath and dropped over the edge. The rope held, but Kasha felt her nails extend reflexively as she dangled a few precarious moments, before inching slowly down the 80-foot wall.

When Kasha's feet touched the ground, she sent a small prayer of thanks. There had been a few close calls when she was sure she was about to fall, but at the last second, the rope had tightened up, again. Instead of thinking about crashing, Kasha had tried to focus on the activity going on below her.

There were a couple of skeli-men on a mission. At least, the skeletons had paid her no mind, as they filled their wheelbarrows full of dirt and carted them back down a passage that Kasha could just make out on the far side of the pit. It was just her luck that Kasha was able to scramble behind some vines as the happy skeletons ambled away from her with full loads.

Nothing else moved. As she untied the knots and sent the rope back up, Kasha wondered how much time they had before the scavengers would claim Zaltor's body, since she was sure there were a few deformed creatures slinking around down in this awful place! But it was better to just concentrate on getting everyone else in the room, for now. During the process, Kasha kept a wary eye above her head, in case anyone else started falling!

Once the party was reunited, the boys were still in the mood for a fight. They immediately attacked a couple of half-dead scourges, so Kasha did the same. Right

on cue, the skeli-men showed up, waving their shovels around threateningly, but they didn't last long.

However, Kasha was a bit surprised to discover another caged gnome half-hidden in the foliage. With some effort, the little fellow sat up and gasped out that a goblin and hobgoblin were still at large.

The group was able to feed the gnome and get him some water, confirm that Zaltor had passed and explore the area a bit before the gnarled goblin showed up and rudely interrupted them.

The fight was on! After a few moments, Kasha noticed that the scaly beast was just about to run away. She tried to figure out if was worth killing the goblin now or just let him go so he could flush out his companions, so they could exterminate the lot of them!

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 _____ for the "Rob's World!" D&D Campaign.

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