

# 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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Kasha's internal clock said it was dawn, again. She scented the air for danger, before opening her eyes, but found none. Kasha stretched and peered across the chasm at the baby Thoqqua that was still squirming around on the oversized ledge. It was almost cute, in a horrifying sort of way, as it mimicked the flickering light streaming past it, by belching bits of fire out of its mouth. The baby Thoqqua also seemed completely unaware that Death lurked so close. Well. Death had better things to do today! Kasha turned back to the others who were starting to stir as well.

After a light meal, the party grabbed their stuff and resumed their search for the twins. Kasha tagged along in her usual spot, until they opened the door to a small square room that almost screamed 'trap!' Probably because so far, this whole cursed place had been a trap!

Thresh volunteered to explore the room, so they found a length of rope and tied around his waist. All was fine, until Thresh managed crack open the door open on the other side of the room. Then, most of the floor disappeared into a pit with a loud crash! Unperturbed, Thresh started hammering the door in place, while balancing on the last piece of floor that he could stand on. Kasha got her swords ready. At that moment, there was a huge bang on the other side of the door and a blood-sucking bush appeared in the doorframe. Thresh jumped back and fell into the pit. "Not again!" Kasha muttered, as she dropped her swords and went into action. She scrambled to the edge of the pit and hauled the gnome up before he could get himself into any more trouble! Then, Kasha ducked to avoid being hit by a sudden shot that came from Phulleigh's direction. Someone shut the door and everyone took a breather to figure out what to do next.

By the time they got the door open again, the creepy little bush must have shut the door on the other side of the room, because the floor trap had reset itself. Without thinking, Thresh ran across the trap floor and attempted to pin the other door shut. But, no one thought to secure the line he was attached to. As a few party members reached for the rope, another blood-sucking bush opened the door, and proceeded to shove Thresh off the ledge. Thresh squeaked and flailed his hands as he fell backwards into the pit a second time. The darkness engulfed him. 'Honestly, did the

gnome have a death wish?!' Kasha wondered. Apparently, the evil bush did, because it happily launched itself after him, followed by a couple more! Kasha could only imagine what was going on down there in the dark and she didn't want to. Sudden movement in front of Kasha distracted her, as more prickly bushes rolled into each other in the room beyond the doorway. Wisteria's glorious voice eased Kasha's senses into battle-readiness and she was ready to focus on ways to get across the ten foot gap. Kasha knew she could jump that far across a stage, but she'd never tried to leap over a pit! And, perhaps now wasn't the smartest time to try!

Kasha was startled out of her thoughts when bricks appeared out of thin air within inches from her nose and fell neatly into the hole. Kasha wished she could just see what was happening down there! In frustration Kasha shouted out to the others to light up a rock and toss it down. Abruptly, Kasha found herself holding a large stone that pulsed with magical energy. Kasha threw it down into the opposite corner of where she thought Thresh had fallen, but unfortunately the rock didn't light up or do anything useful, as far as Kasha could tell.

Then, Garreck neatly stepped down on top of the brick wall and ballooned into a troll-sized version of himself. "Get across!" Garreck urged everyone in a vast, rumbling voice, gesturing up his back. Kasha was only a step behind Phulleigh as she rolled her way into the room. Leaping to her feet, Kasha landed a heavy blow on the tangle-bush in front of her with her magic sword. Immediately, the thorn bush fell over and stopped moving, so Kasha stomped on it for good measure. She noted that the room bristled with thorns and stank of bugbear, so Kasha urged everyone to get moving!

A sudden familiar squawk from the far corner of the room caught Kasha's attention. Thresh had backed away from all the fighting and attracted the attention of the large bug bear. Foolish gnome! Kasha tried to stay out of the bugbear's line of sight as she quickly covered the distance to the creature. At the last moment, she spun in a circle and brought her sword down on the back of the bugbear's neck. Kasha's blade bit deep, but then got stuck. Ugh! The bugbear reflexively screamed in outrage and lunged towards Kasha as it fell to the floor. Then the bugbear lay twitching, while

blood pulsed out of the gash in its neck. Kasha made a mental note to swing harder or faster next time.

She made eye contact with Thresh and nodded, not trusting herself to speak. Kasha wanted to scream at him for being so stupid and running off without thinking... just like Zaltor did. Instead, Kasha sighed, swallowed against the inexplicable pain in her gut and turned to see how the others were getting along. They were standing triumphantly over the rest of the fallen bushes and had started the grim work of making sure each bush was completely dead.

On cue, the bug bear at Kasha's feet groaned in agony. With a furious glance at the gnome, Kasha took careful aim, spun around, and swung at the bug bear's neck as fast as she could! Kasha watched with satisfaction as the head abruptly popped off and rolled slightly away from her, so that the half-lidded eyes stared accusingly up at Thresh. He jerked away from the head, looking like he might be sick. Then, he gagged. Kasha hoped Thresh spewed everywhere! Maybe that would teach the idiot creature to pay attention to what was going on around him, before he got himself killed, too! This wasn't the time to exchange main-street pleasantries with random violent monsters! This was war! And she was Death, wrapped up in a cloak and two swords.

They all were.

**Player submitted character content (not including page headers and footers) above this line.**

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*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 Leah S. as Kasha for the "Rob's World!" D&D Campaign.*

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