

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?

Editorial Note from the DM: At the request of Leah, I have made some minor editorial corrections to insert/correct a date heading, adjust paragraph breaks and eliminate a left-right discrepancy.

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

From session held 20 Feb, 2021:

Kasha's boots seemed to echo off the walls as she trudged along the dimly lit corridor. She sneezed and took a closer look at the floor. Both rats and goblins had been this way, but there wasn't any sign of the young dragon. Perhaps it had been hauled along like a sack of potatoes? Kasha fingered the hilt of her favorite short sword and glanced at her companions. A grim silence had settled over the party members. Even Beebo had finally calmed down. Now he walked in silent misery, though the tips of his ears quivered fearfully at every squeak and rustle that could be heard through the smooth stone walls.

It had been silent far too long. Kasha was sure they should've run into the shiftier goblins by now, but the long hallway remained eerily silent and empty. Abruptly, the corridor expanded into what looked like a partially blocked old fountain on the right side and a locked door on the left. Some old runes were gracefully inscribed on the wall above the fountain. The party pondered them, while Kasha took a last look down the hall where the Goblin tracks continued, holding back her annoyance at the delay. Presently, Kasha felt a tingling sensation of magic race across the stale air in the foyer and disappear through the door, opening the way in. The party investigated and within moments Kasha heard shouts of distress. "Skeletons!"

Ooh. That sounded interesting! Kasha leaped to the door and tumbled through her companions, slashing at the nearest skeleton's legs as she rolled past. Unfortunately, Kasha's sword didn't connect, but she was certain she could still lob its head off as she rose gracefully to her feet. But, Kasha never got the chance. Suddenly, the room lit up with more magic and all five of the skeletons exploded into a pile of harmless dust. Kasha sneezed again. Hastily, she shook off the excess death dust while moving over to examine the sarcophagi. She was well rewarded for her efforts. With their pouches heavier from the newly acquired gems and gold, the party headed up the passageway once more. They managed to open a secret door and avoid an encounter with some flesh-eating slugs. Then, they discovered another door that

opened into a parallel hallway where some Goblins had barricaded themselves, probably right after they heard the skeletons explode!

Kasha wondered if she could flank the creatures and abruptly took off up the corridor in order to find out. But, Kasha stopped as soon as she heard an indignant squeak up ahead! Not one, but two large rats rushed out of open side doors to confront her. Kasha decided to retreat and ambush the beasts when they came around her corner, instead of having to deal with both at once. When she was in position, Kasha turned her head slightly and called out to her companions, "Hey, I found a couple of rats; they're coming!" Then, Kasha hefted her blades in tense anticipation, while she listened to their long nails scrape ever closer against the flagstones. As the first rat head emerged, Kasha got a good swing at it. Then, in a blur of ferocity, Phulleigh and his hound Spencer bounded in to assist. With a snarl, Spencer pounced on the rat and shred it into mincemeat with his curiously enlarged claws. The second rat shrieked defiantly as it was dispatched a moment later. Kasha grinned. Now, the three of them could quickly reach the other side of the goblin fray! Ha. That is, if the boys were up to it!

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

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