

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 has also/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 your contributions - 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 fortress of a once-proud fortress; it's echoing, broken halls now house nefarious races and malign creatures. Evil has take root at the fortresses 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?

Xterminators Adventure Journal

Phulleigh Dotfive's Journal

Game date: 21-24 Apros, 1008

(Real world date: November 14, 2020)

Day 23 of the Xterminators

24th of Apros

Will Mielikki make Spence charge this humongus night haunt or will she simply stike it dead for committing such sins against nature?

Oh sorry. I got ahead of myself there, my heart is still pumping really loud just now. Let's go back to WizRWe waiving her staff around.

21st of Apros

WizRWe dropped her bow and tried to attack Kuo-toa one saying, "Surrender!" Grey said something in another language (Was that just an accent or was he speaking Underdark language?). Two more fish faces climbed aboard and Zigby swung his gaff hook but missed. Fish face two raised his hands and said, "U-got." Grey interpreted, "He surrendered!" Tosha ran up the stairs and pulled out her not so long swords. Fish face one bit Harrold and he fell unconscious. Benny cursed and hit fish face one, ripping the gills right out of it's neck and dropped him. Just Vern grabbed his spear and shield and followed Tosha upstairs. Grey said something in Underdark and fish head two got on his knees. I did a sommersault onto Spence's back while he raced up the stairs. We ran to the front of the ship and saw Harrold bleeding out. I did a back flip off of Spence and landed next to Harrold and cast rejuvenation on him (and his eyes opened). Just Vern came to the front of the ship and yelled at fish face one, "And stay down!" A third fish face came over the side and it looked like he was going to poop in his pants (even though he didn't have any pants) because Phiny-ass waived his hands around and said something in necromantic like he was going to

turn him into an undead. Everyone stopped and looked at him for a second, but nothing happened. So WizRWe waived her staff in fish face three's (face) a few times making a whooshing sound. It must have made him mad because he clawed WizRWe's arm and said, "Gurmok Aqua!" (which must mean, Quit waiving that thing in my face wench!). Just then we heard Benny say, "There's one more coming aboard!" while he pulled Harrold out of the way. Fish face three took a swing at both of them but (luckily) missed. Fish face four climbed aboard and yelled something in Fish face. He looked like he was gonna poop in his pants too. Zigby yelled, "There's four more of them down there!" Just Vern tried to distract fish face three so WizRWe could hit him, but she just waived her staff around again and stepped back against Spencer for support. Just then Tosha ran up and raised her right sword in the air, and stuck her left one in the belly of number three. I took a step back so I could poke my lance into it, but I slipped on some fish slime and almost fell. Fish face three took the opportunity to try and jump overboard but Tosha slashed his leg and he fell flat on his ugly fish face. As Harrold stood up, Grey said something in Underdark again and Phiny-ass and Xalted tied the prisoners up with their own rope. Captain Pecorney said, "Just throw them overboard!" So we did. But not before both Xalted and Grey hissed at them, "We'll kill all of you if you come back." Not sure who was scarier, large and fat or crazy and grinning.

22nd of Apros

Beautiful day hanging off the front of the Sweet Lady. Sixty degrees and sunny. A pod of Bottlenose dolphins swam with us for about twenty minutes. Spencer barked at them the whole time.

23rd of Apros

Fifty degrees and mostly cloudy. Spencer and Grey spotted something big floating ahead. It looked like a platform about two miles from shore. It was hard to tell but it looked like someone was flashing a message at us with a mirror. After getting a little

closer we could see a Mephling come out of a shack. As we moved closer it started throwing rotten fish at our boat. After the Captain steered us away and around the platform, he gave us two more teleportation pills which gave us thirteen total. Apparently we forgot what we would do if we found the twins alive.

The Sweet Lady made port in Urmlaspyr at about one in the afternoon. We left the ship around one thirty and headed to the Resful Inn. As we started towards town, the Captain reminded us that the ship would be in and around the dock for twenty days. At which time it would head back to Whillip.

We went to get our stage coach tickets but the office wouldn't sell us them until four. We instead went shopping. Just Vern wanted to buy a sling and some bullets. We found a shop (can't remember the name) where a dwarf named Cranky Kranigen (or was that the name of the shop?) hollered at us, "Greetings!" He turned to the Dragon King and said something in Underdark. Grey did not interpret for us. After our cleric got his goods, Spencer suggested it might be a good idea for us to get some more bullets too. It was one gold for ten silver coated bullets. Spencer said he'd keep them safe in his saddle packs.

When we got to the ticket window, the only ones we could get together were at four the next day. So we didn't complain (much) and bought seven tickets. Luckily they didn't count our "pack dogs." That would put us in the next town around two in the morning. When we got to the Resful Inn, we ate some very bland food, but Spencer and Sammy didn't care. Grey seemed to like it too. Or maybe it was just his gallon of Lager that he was smiling at.

24th of Apros

When we got there, the stage coach was ready to leave at exactly four. The two drivers were real nice... a husband and wife (humans) named Barren and Gurtrude Hermuet. The ride was kind of nice after all that swaying on the boat. Spencer slept

most of the way, which was nice because he made a very comfy sofa. We stopped halfway to eat some lunch (rations).

When we got to our destination, there was a big surprise (at least it waited for us to make a camp fire. Hint hint). And I mean BIG! "Hello there little people!" said the booming base voice. At first we couldn't see the tree for the forest. But then a huge Treant stepped closer to the stage coach and bellowed, "I'm Weathersbane, and I want something shiny." Grey spoke up, "Here's some wine." The animated tree took the water skin and dropped it in his mouth (At least that's what it looked like here in the dark). "Mmmm... sweet water. Very good."

This "Tree" must have been thirty feet tall and at least five thousand pounds. I started to panic; I tried to keep the bloodstained thoughts from flashing in my brain of the moulder (The six legged monster that Spence and I fought a few years ago; see my back story for details), and the crunching sound of my bones. Just then Weather Vane rumbled, "I will crush this puny cart if you don't pay me tribute!" I tried really hard to keep my hands from shaking and held one up saying, "Here, give me your hand." When a branch started to wind around Spence and me, I cast light on it and said, "See? Nice and shiny right?" The wooden beast straightened up like the light hurt him. Both the riding dogs and I stepped cautiously backwards about twenty feet (hopefully out of it's reach). The rest of the party must have seen my face turn white with fear as I grabbed for my lance, because they all reached for their weapons too. Grey got real big (not as big as the tree though) and with his right hand on his hammer, held up and offered a now very big shiny silver coin with his left. WizRWe and Phiny-ass started to waive their hands around and speak necromancy. Xalted yelled at the tree something about it's mother and smiled his crazy smile to try to take the attention away from the drivers (And the stage coach). They both (the drivers not the coach) ran off to the side saying, "We have a bag of coins over here!" Just Vern put his fist over his heart and said very calmly, but loudly,

Xterminators Adventure Journal

"Great sir! There seems to have been a misunderstanding..." as he walked towards his imminent death.

Would this be the end of our party? Will Just Vern be able to dimple lomacy his way out of this? Or would our necromancers turn it undead? Will Mielikki make Spencer charge this humongus night haunt or will she simply stike it dead for committing such sins against nature?

Xterminators Adventure Journal

Disclaimer on accuracy: This journal is written by one or more of the player's 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 in fact 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. One 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.

Copyright statement: Journal entry is original content (by one of the players in my D&D campaign), but may contain some fonts and images where copyright is not asserted by author of journal entry content. When possible, copyright of other elements is attributed to authors of that content.

Journal Entry: Written by Sean O' as Phulleigh Dotfive for the "Rob's World!" D&D Campaign.

Xterminators Header graphic is copyright Robert L. Vaessen (Created using Logoist3 application. Original design idea by Stephen Ryle (Former player in "Rob's World!" D&D campaign) - Nov 2019. Font used in header graphic is 'Anglorunic' font from Pixel Sagas website (earliest attribution seems to be 2005 or 2014, depending upon source). Font is an English-readable font for D&D style fantasy games. It is based upon an 'Olde Dethek' runes font. The font is distributed on various font websites as freeware. Available for personal or commercial use with license or limitation.

Document background (papyrus image) is an image fill sample provided by Apple with the legacy application ClarisWorks (later renamed AppleWorks). Application was discontinued/end of life in August of 2007.

More (recent) journals available online at:
<<http://www.robsworld.org/dndcampaign/Adventures/Journals/>>

Older journals available online at:
<<http://www.robsworld.org/ajournal.html>>

Your feedback appreciated. Send email to: <robert@robsworld.org>