

# 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?

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

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Phulleigh Dotfive's Journal

Game date: 27 Apros, 1008

(Real world date: December 12, 2020)

Day 25 of the Xterminators

Would this be the last time anyone saw the Xterminators? Are we to suffer the same fate as the twins? An hors d'oeuvre for the ancient blue dragon, Anaglathos?

Wait... suppose I should start off where we were in the middle of a fight with a pack of hungry wolves first. Let's try that again.

27th of Apros

On the other side of the coach, Xalted lopped the head of a wolf. Seeing the blood spray all over the ground, a frightened (Intelligent?) wolf ran away. Phiny-ass shot a spray of color but that wolf shook it's big hairy head and just looked at him funny. On our side, Grey smashed the nearest coyote in the head with Malagar, the same one that WizRWe just snapped with her whip (A whip? Where is she getting all these weapons? Better question... where is she keeping them all? That's like six things she's pulled out). Just Vern and Xalted hit the cur that Spencer just bit. On her side, Tosha stabbed the nearest mutt just as Grey killed another. The wolf that bit the horse tried to leave but I poked him in the butt with my staff and he fell. Spence and I look around and there were no more snarling teeth (Can you say new fur jackets?). Mielikki blessed us!

It only took us an hour to fix the wheel and we arrived in Kulta at nine AM. There were a few people around a well that greeted us. One man said, "My name is Prentice Fellgood and I run the Ol' Boar Inn." Another man said as he picked up the broken wagon wheel, "Welcome to Kulta. I'm Rurick the Blacksmith." A Half-elf

walked up and said, "I'm Deputy Ken and I work for the constable." We decided to follow Prentice to his inn for some bread and orange juice. WizRWe asked the serving lady Liza, "Do you know how we can reach the Hakeras?" The girl smiled as she pointed and told us that the residence was about a mile out of town. So after the quick snack, we headed out to find the farm. As we left town, there as a strange man in a uniform with no badge. He said something, but I couldn't hear because Spencer was barking at him. Xalted asked what his name was. He replied, "Brandon."

We saw some cattle ranchers just before we got to the farm. We said, " We're looking for Karolyn." Surge was a big human with a limp and the other was Gurney, a half-orc with a broken tusk. They were both dressed like cowboys. Just then Surge went into the house which was bigger than most other buildings. When he came back out, he held the door open and said, "If you'll come in, we'll get you an audience with mistress Ha kera." He lead us into a dining room with twelve chairs. Spencer and Sammy found something on the floor that looked like cheese and they started to growl at each other. Spencer let the smaller dog have his way, and Sammy took it in the corner and sat down and gnawed on it.

Just then Karolyn entered the room and sat down with us. She said, "That was Surge Gabrick that invited you in. And you must have seen his mother in the gazebo. Welcome to my home. It's been here for over four hundred years." She paused and swallowed. "I'm concerned about my children. It's been three months since I've seen them." As she continued, Surge brought in something he called Sangria. Just then Karolyn held up something metallic and shiny, "This is the signet ring you'll be looking for." It had a bull with a letter H just below it's mouth. Phiny-ass asked, "What do you know about the Twilight Fortress?" She replied, "It was a Dragon Cult that built the fortress, associated with a dragon named Anaglathos. There was a cataclysm that killed the cultists and sank the citadel." She said something about an evil black unicorn with wings, but Spencer was growling at Sammy again and I

couldn't hear. "Much of the structure remains intact, but all underground. Goblins and other creatures have moved in. A hundred years ago was when the cataclysm took place. And around forty years ago, Goblins started robbing people as they passed by. Also Kobolds have been skirmishing with them. There are entrances from the ravine about two, and five miles to the south if you take the 'Old Road'. One month ago six cultists went in the direction of the Old Road. It may have been about ten years ago that a fence was put up to keep the cattle away from the ravine. But some cattle go missing near that area every so often." She added, "Rumors say that Scion Scourge have attacked people."

As Karolyn got up to leave, she said, "Hold on, I have something for you." Spencer and Sammy got up thinking there was more cheese. Instead a pretty blonde human girl (Not quite as pretty as WizRWe) came in and sat down another pitcher of Sangria. When Karolyn came back, she handed Xalted something wrapped in cloth. Inside was a baton. It had a circle of clay with the relief of the signet ring. "It's a token to show that you've been hired by me," Karolyn explained. Just before she left, I asked if she could get us some of the twins' clothing so Spencer could track their scent. She motioned to the cute blonde and said, "Zelna, please take care of that. I have some business to take care of." And she left in a rush.

After that, Zelna led us to some rooms for us to stay the night, and when she came back she handed me one of Sherlyn's scarfs and an old leather glove with webbing in it. It looked like it had more dirt than sweat and Spencer didn't like it, so I asked for something made of cloth. She brought some used underwear and said, "I think they're Taggart's." (Great, with our luck we'll back track and find a naked cowboy). The rooms ended in a walk out patio with a stream about twenty feet away. Perfect for Spencer and Sammy's midnight pee.

Around noon, we were served lunch by Theresa (Zelna's older sister). She put down roasted chicken, egg salad sandwiches and a green salad with shredded carrots on the table (I put the salad down under the table. Spence likes carrots). Apparently,

## Xterminators Adventure Journal

Grey drank all the Sangria so they brought water and milk (which Grey didn't even look at).

We went back into town around one. We sat at a big round table at the inn and "shared" a pitcher of mead with Grey. Phiny-ass asked the serving girl what she knew about the Fortress. A few minutes later the owner came out and explained what he knew about some of the people that passed through the town and went in the direction of the underground citadel. He told us that the cultists could be indentified by a dragon tattoo on the back of their neck, if we could see it under their robes. Just Vern came back to the inn just as The Dragon King finished the last of the mead. I forgot he mentioned going to the Shrine of Chanteau (Shouldn't someone have gone with him? Next time I'll make him take Sammy). After that we headed back to the ranch, deciding to make for the Fortress in the morning.

Mielikki, would this be the last time anyone saw the Xterminators? Are we to suffer the same fate as the twins? An hors d'oeuvre for the ancient blue dragon, Anaglathos?

**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. 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.*

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

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