

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.

Phulleigh Dotfive's Journal

Game date: 29 Apros, 1008

(Real world date: February 20, 2020)

Day 29 of the Xterminators

29th of Apros

Up beyond the closed door/fountain, Spencer notices a lot of tracks going North and none towards the dragon-fish door. The tracks appear to be from dire rats, and I tell everyone just that. Right then, Vern sends a nova of positive energy from himself and the door turns blue and slides into the ground (Channel Good, Open the Way. Alright...). There are five sarcophagi standing on end against the south wall. They have pictures of elves in ceremonial garb. In the North side of the room is a shrine carved in obsidian with a single candle burning. Next to the candle is a potion flask and a whistle. Vern reaches out to grab them and the caskets open.

Five skeletons jump out at us. Phineas yells, "Skeletons! Help!" Someone says, "They have resistance but not against bludgeoning weapons." A skeleton hits Phiny-ass really hard and leaves him bleeding. Tasha tumbles through Phiny-ass' legs and takes a swing at the nearest boney guy but does no damage. Apparently she didn't hear about the bludgeoning thing. Another skeleton hits Vern just as another skeleton claws at Tasha but misses. Vern holds up his holy symbol and says, "By the light of Lavender!" No idea what lavender has to do with it but these flowers must be powerful because all of the skeletons explode. We'll have to go and collect more of this lavender.

We find a bunch of gold and six little green dragons. Just then WizRWe casts detect magic and says that the candle and the whistle are magical and the whistle radiates necromancy. Grey picks up the whistle and reads an inscription, "Night Caller." The jewels we find are called a Pair of Does. I'm not sure why they're named after deers,

but I'm sure we can sell them. Grey opens the Northwest door and finds some very old hanging garments. He yells, "There's a secret door over here!" As fast as he went into the hidden room he backs out and says, "Some grubs tried to eat me!" And he closes the door. We go back to the hall and head North and to the left door. It's locked, but Grey is able to open it.

We see a twenty by twenty room with ten foot high ceilings, and a circle in the middle of the room. The roofing has a crack in it that's dripping, thus the circle. Xalted tries to open the Northwest door and triggers a stone block to fall on him, but he jumps out of the way in the nick of time. We open the door and there is a ten foot wide room, about twenty feet long and at the end of it are Goblins behind a three foot crenellation pointing crossbows at us. Tosha runs the other way but a few seconds later runs right back and says, "The rats are here." Xalted moves cautiously as there are caltrops all over the floor and says, "You guys are making me mad and if any of you shoot at me, I'm going to come over there and kill you." The goblins reply with what sounds like laughter. Spence and I move next to Tosha and I cast "Grow Bear Claws" on me and Spence. Spencer swipes at the nearest rat and cuts him in half with his new bear paw. Vern moves into the room behind us and towards the Goblins as Phiny-ass shoots his not so heavy crossbow but misses, just as Grey goes invisible. WizRWe enters the room also with her staff in hand.

Will we be able to finish off the rats in time to see the rest of the party impaled by the barrage of bolts from the barricaded bandits? I say a silent prayer to Mielikki that they wait for us to save 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 Sean O' as Phulleigh Dotfive for the "Rob's World!" D&D Campaign.*

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