

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 6, 2020)

Day 30 of the Xterminators

We left off in the middle of a fight where Tosha split the party between rats in the hall and goblins barricaded in the Northwest room. Spencer and I had just grew bear claws in order to dispatch the diseased rats swiftly and get back to the rest of the party...

29th of Apros

Spencer moves next to Tosha and swipes twice with his not so short claws and cuts the rat in several pieces. Last I heard, WizRWe was going further into the room but Spencer and I couldn't see what was happening. Hopefully Tosha would come to her senses and rejoin the party.

NOOOOO!!! Tosha seeing all the rats dead moves further down the hall. I'm so dumb founded that she's moving farther away from our party, I don't yell the obscenities flooding my brain. I can't see where she's going, but a few seconds later she runs back and says, "I hear squeaking." I halfway turn and cast a light spell on Spencer's tail. Sure enough there's a rat in each of the four rooms ahead.

Tosha moves to the rat on the right side of the hall and pokes her not so long sword around the corner and kills it. Spencer moves along side of Tosha to block any rats from getting to Phiny-ass and letting him range down the remaining three rats. Spencer slices one in half, so two left. Just then our delicate robed necromancer moves past the two armored fighters and swings his staff. I start to yell at him for getting in our way, when his walking stick flattens the rat (who knew wizards could melee? Maybe we should sit back and just watch the show). But the remaining rat

runs up and bites Phiny-ass on his skinny leg. Just then someone in the other rooms behind us (maybe Grey) yells something in goblin. Spencer starts to get anxious to get back and help the party but we wait to see how the show unfolds and Tosha moves in to kill the last rat (guess I was worried about nothing). Seeing no more rats and a huge pit further down the hall, Spencer and I turn and run saying, "We're going back to help the others." As we turn the corner and see the door to the barricaded "goblin" room, I realize that we've just wandered off leaving two of my party members in darkness. I pull Spencer's head to the left and we sprint back to the others. When we get around the corner and can see Tosha and Phiny-ass I say, "Sorry for taking the light. Come on you two!"

As we enter the barricade room, we see Vern pushing jacks to one side of the room. Spencer and I are wondering where the ball is so we start picking up the jacks for a game later. Xalted helps Vern and I and also brings a crate to put them in. We got eighty of them but we didn't find the ball. Maybe it's in the next room. Just as I was about to say that very thing, Grey pushes open a door to the Northern room and goes invisible again.

As we move in the fifteen foot wide room, we can see another crenelated wall with at least three goblins ready to throw javelins at us. Vern and Xalted move into the room slowly so not to not step on any of the jacks and Vern tosses his ever burning torch against the north wall. As Xalted moves further into the room and against the wall a Goblin hits me in the shoulder with a javelin. I hear Vern say, "We're getting a little low on healing, be careful." So I cast rejuvenation (lesser vigor) on Spence and I and say to Vern and Tosha, "Are you guys going to go up to the wall?" (There wasn't enough room for all of us there and I remember that Tosha doesn't like to throw things) Vern says yes and Tosha just nods her head. As Vern moves to the wall and smacks a goblin, another goblin pierces Phiny-ass right in the stomach; he is looking more bloody than I've ever seen him but still standing. I move back towards Phiny-ass and say, "Take cover behind Spencer!" as I throw a sling bullet and miss. Three

Xterminators Adventure Journal

goblins throw javelins at the same time. Two miss Spence and me, but the third "wings" Labraen and that makes him fly around the corner. Phiny-ass gets really mad and instead of taking cover, he steps in front of us and tries to make two of the goblins undead. One of them just shakes his head, and the one that hurt Labraen becomes undead and falls off his perch.

Will we be able to finish off the barricaded gremlins before we run out of healing spells? I say a silent prayer to Mielikki to help us overcome.

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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