

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?

This particular Journal entry was submitted on the 27th of April, 2021. It covers in-game activities from our sessions on the 20th of Mar - 17 Apr, 2021. Sean was otherwise disposed for a period of time, and it took him some time to catch up with his journal entries. Thankfully he's back to writing and we're grateful for this journal entry which covers several weeks of online play.

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

Phulleigh Dotfive's Journal

Game date: 29 & 30 Apros, 1 Mavis, 1008

(Real world date: March 20, April 3, April 17, 2020)

Day 31 of the Xterminators

We left off in the middle of a fight where goblins were holed up behind a crenelated wall. Two of them were removed from battle and there were now two left...

29th of Apros

A Goblin threw a javelin at Tosha but missed as the other poured oil on the wall and floor as Xalted jumped out of the way. Xalted, WizRWe and I attack but we all miss our target. Someone hits a goblin and it goes down. A hammer flies out of nowhere and then Grey appears. Xalted puts his shield on his back and says, "I'm a step!" Vern and Tosha jump on Xalted's back then into the crevice with the last goblin. It says in common, "Surrender!" But instead of raising his arms, he dashes towards the door and tries to open it. Tosha and Vern cut him down.

Grey starts opening the next door while everyone is busy in the other room. As Grey opens the door we see small kobolds chained up and a caged gnome. Beebo goes in the room and says "Hey I know these guys! That's Yugli, Bakumba and Mark!" Vern and Tosha search the goblins and find twenty-five silver, a silver flash (Dwarven make?) worth fifty gold and a key. Spence and I collect sixty jacks (caltrops) and put them in another box and put it in Sammy's saddle bags. The Gnome's name is Timbers. He says, "I've been in this cage for over a year. But I can heal, otherwise I'd be dead." The three kobolds leave while we set up camp. Grey takes a gulp of Brandy while Timbers tells us what he knows. There something called an Akaron tree where an evil druid took the other party. There are two different types of fruit: Summer is healing and Winter kills you. Gloaming Grove Goblins are sent above to sell the fruit. Sherlyn and Taggart were taken down below. I ask what God he prays

to and he replies, "Garl Glittergold." He says he would like to help search for the twins but he wants part of any treasure we find rather than us hiring him. When we offer him two gold a day, he says, "No way" and leaves.

30th of Apros

We go back to the barricaded room and Grey opens the Northernmost door and we see a ten by thirty long room going West. There's a door on the west wall and one on the North closest to us. Grey opens the closest door. There's a forty by forty foot room and a bunch of goblins around a firepit. One of them runs across the room and smashes Grey in the face then closes the door. Spence and I open the door for Phiny-ass and Grey to move into the room. A goblin tries to throw a javelin at me but trips on his dress just as Phiny-ass shoots out a cone of color turning four of the six goblins undead. Grey stands over an unconscious goblin (probably the one that hit him) and smashes him the face. Spence and I move into the room and Spence bites a goblin on the left and I bash the one on the right. With all of them unmoving, several of us put the rest out of their misery as we hear Beebo outside of the room, "Protect me Sammy. Don't let the goblins get me." We find one gold, forty silver, six saps, five short swords, one morning star, all of them my size. I decide to pocket one of the saps. Down the hall we hear Xalted scream. We poke our heads around the corner and see him looking down into a pit.

We move back down the hall and South to another door. Garreck opens the door to find a twenty-five by twenty foot room. Crates of stuff piled ten feet high and a five foot path down the center. Vern starts to check the crates, but Tosha starts to get antsy and tells Grey to open the door. A forty-five by twenty foot room with ten columns two by two down the center. The air is smokey and burns the eyes. Grey searches the first Northern door and says it's very cold. Vern moves into the middle of the room and Scion Scourges enter from one of the three Northern doors. Xalted moves first and stands in front of them with his shield up. Vern and Spencer gang up on the first one and still it's movements as another tries to move next to Grey and I

smack it with my staff but it keeps moving. The Scourge attacks Vern just as Tosha slices and it stops moving also. Number two attacks me just as WizRWe starts singing and Tosha whips both her swords across it's weedy body and kills it. Vern swings and kills another as Spencer bites the other and all are still. We stomp them into pieces.

Grey opens the "cold" door and enters but slips on ice and falls on his ample behind. Before anyone else moves, I spur Spencer into action as I spot the little dragon in the corner. We jump over ten feet of rubble (and Grey) and before Spence lands I jump off mid-air and touch down right next to a suprised white dragon. I try my animal dimplo-macy extending my hand and say, "Hi Corthas. We've been looking for you. Would you like some food?" Just then Phiny-ass says something in Dragonic. Not sure if it didn't understand or if our necromancer called him a bad name, but he breathed freezing air at some us. Not waiting to see if Phiny-ass was going to call him another bad name, I pulled out the sap (the one I pocketed earlier) and smacked the little dragon just right and knocked him out. I vaguely remember Beebo saying to use the flat of our blades in order to not hurt Corthas. Vern suggests we wrap up the dragon in a blanket and tie him up in case he wakes up before we can get him to the Queen. We put the dragon bundle and Beebo up on Spence next to me and head back to the throne room. When we get to the "cage" room Tosha unties Corthas as Xalted uses his muscles to bend the bars back into place and sets the little dragon in the cage.

When we see the Queen, Beebo kneels and says, "Corthas has been returned unharmed." The Queen says, "All hail our friends the adventurers." She gives something to beebo to give to us. He says, "Thank you" handing us three scrolls, a small carved oak tree, and a sack of coins. The tree's leaves have emerald leaves (thirty chips). "We are very grateful for your help. I must return to care for Corthas." We see a key in the dragon's mouth on the altar. Grey says, "What about the key in the dragons's mouth?" The Queen says that we are welcome to purchase the key for

two hundred gold (probably the amount in the bag we just got) when WizRWe slowly brushes the hair out of her face and suggests a smaller price. The Queen seems taken with our party spokes person for a couple of reasons and says, "I change my mind; just come and take it." The key is obviously "stuck" in the dragon's mouth as if it were part of the statue. The Queen's smirk turns to surprise as WizRWe effortlessly plucks the key from the mouth and holds it out for all to see. It is in the shape of a dragon with Ruby eyes.

1st of Mavis

Before anyone can change their minds, we head off to one of the first rooms we came into contact upon arriving... the one with the dragon bas relief. WizRWe places the key into the Dragon's mouth and as the door opens a puff of dust blows out. We see a thirty-five by thirty-five foot room with three alcoves in the North and one in the south. Directly across from us in the West wall is another door. We hear music playing and as Phiny-ass moves to the south alcove the music becomes louder and dissonant. He says that these are runes of killing, but Grey says, "No, it's a snowglobe of joy." He pulls out Malagar and raises it above the glowing statue. WizRWe tries to shoulder Grey out of the way, but bounces off his sturdy frame. Malagar shatters the statue and the music stops. Spencer doesn't like it when his friends argue, so we move away from WizRWe and Grey as they exchange some very heated words about destroying magic items. When I see Grey put his hand on Malagar, I grasp my lance and point the tip at him. I squeeze my legs tightly around Spencer as I do before a charge. Luckily, they only hurt each other's feelings and we relaxed.

We move to the West door and get ready to open it when Phiny-ass says, "We need to be careful. The name Anaglathos is the dragon the cultist pray to." WizRWe says, "Maybe we should fully heal if we're going into a confrontation." Grey asks, "Should I open the door?" We all turn and look at him. Guess she hurt more than his feelings. Xalted opens the door and we see a fifteen by ten foot room with pictures

of a hatchling growing up. Grey says it must be a dwarf that created this marble carving (motif). We see another door with a dragon bas relief. Vern goes in the room and trigger a trap where arrows shoot at him. I yell, "Garreck!" He shakes off the hurt feelings and starts to search the room for a way to stop the trap. He throws a caltrop on each of the three pressure plates and says if we stay on the North side of the room, then no traps. He then unlocks the West door and opens it. It's a fifteen by forty foot room with thick dust covering the floor. We see a pedestal with a carving of a white coiled ten foot dragon. Gareck tells us to come in. Just then the "statue" speaks to us in Dragonic. Phiny-ass says something back (in Dragonic) and a door cracks on the Western wall as the door behind us closes and locks. The door becomes coated in a purple sheen. Grey puts his finger in it and tastes it. He says, "Don't touch the goo, and the door slides into a pocket. We see a twenty foot wide hall with an arched fifteen foot ceiling. There are three alcoves in the north and one in the south wall with a white, red-veined marble of humonoid statues. They look like elves in plate mail. A green light glows on the West wall as Grey finds a secret door in the South alcove and he opens it. A ten by fifteen foot room with some writing at the back of the wall. He reads it (it's in Dragonic), "A dragon priest entombed alive for transgressions of the law still retains the honor of his position." Grey finds a trap door that hides a tunnel into the earth. There is a pit (10' by 20') blocking us from getting to the other side of the room where sits a nine foot long sarcophagus. I throw a caltrop at the coffin but nothing happens. Spencer and I could easily jump this pit, but instead of blurting this out, I whisper to Xalted. He just shakes his head. Instead, we decide to take the tunnel and see if it will end up on the other side. Spencer and I wait our turn as we hear rubble fall on Grey, Phiny-ass and Vern. I steer Spencer back out into the room and in front of the pit to see if Grey's pops up somewhere when all of a sudden we hear, "Some little bug is bothering me!" Vern says, "We have a little demon." Across the room I could see a tiny creature bite Grey as his head popped up out of a "secret" door. Grey responded with a swing of Malagar, but he missed so I cast the "hit 'em again" spell

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and blam! Malagar's thunk reverberated in the room, but for some reason the little demon didn't take all the damage. Vern (I think) throws a vial of holy water and splashes the Quasit just as WizRWe starts to sing. And just as Phiny-ass casts a ray of necromancy and Vern throws another vial, Grey smashes the bug and kills it.

What will we find in the sarcophagus? And where are the twins, or what's left of them? Mielikki, guide us.

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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