

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: 1 Mavis 1008

(Real world date: July 10, 2021)

Day 34 of the Xterminators

I pray this new guy isn't leading us into a trap. Oh wait. We should probably start with Tosha almost dying twice...

1 Mavis

Before we attempted to climb down into the tower pit, we searched the hobgoblins and found some coin and an iron chest. Grey opened it after disabling a poison needle trap. In it were two hundred and thirty-one gold, some Onyx gems, two glass vials, an arcane scroll and a potion. On the "Queen" we found the twins signet rings (We're getting closer!). Grey said the chest all by itself was worth one hundred gold. Unfortunately, it was worth it's weight in gold cuz I could barely lift it to put it on Sammy. There was also a small set of scale mail, but my chain shirt actually gives more protection so we just put it in Sammy's saddle bags.

Tosha was the first to get lowered down the eighty foot tower. Spence and I were the back up to Grey and Just Vern on the rope that was tied to her. Twice they almost dropped her. The Dwarven King was the last to go, right after me. When we got down, there were two skeletons digging in the dirt. Whether they couldn't see us behind the hanging vines or they didn't care, we weren't attacked. There were also two scion scourge, but they seemed dormant. I wasn't going to take any chances so I went over to the closest scourge and smashed it with my staff. Tosha came over too and she slashed it with her not so long swords. Either that killed it or it was already dead. The one in the middle of the room however uprooted itself, so Tosha, Spence and me all ran over and killed that one too. Just then the two skeletons came into the room with shovels lifted as weapons. WizRWe pulled the

feet out from one of them with her whip. Phiny-ass walked over and smashed one of the skeletons and it fell to the ground. Whoa! Mr. Warmage! Just then a Bugbear with two dire rats on leashes came out from the same cave opening followed by a goblin. The bugbear had a crown of antlers and a morning star. A dire rat bit Spence and he said he felt "wierd." WizRWe grabbed her dagger out of the air as it tried to fly away. Our warmage cast a spray of colors and hit one of the rats and the bugbear and they both fell to the ground thinking they were undead. Just then the other skeleton swung it's shovel and wacked himself in the head and fell down as Vern cast something and shooed the goblin back down the cave entrance. Both Spence and I finished off the remaining rat.

I hadn't noticed that there was a little cage with a little man in it because of all the fighting and flying daggers. Spence and I went over to the cage and started talking to what seemed a hunched over gnome (the cage was too small for him). All he said was, "Water." So I pulled out my water skin and handed it to him. He drank almost all of it without breathing. Just then WizRWe cast something that made him feel better and Vern healed his battered not so large body. My new fellow not so large guy said his name was Trust A Girl. I was going to ask him why his mother would name him something like that when he said he was a gnome scout while at the same time Tosha yelled that she saw a bunch of equipment in a barrel around the mouth of the cave. I tried again to ask about Trust's name and his mother's intent when all of a sudden Trust says, "I can do it!" as he kicked over the barrel and spilled his stuff all over the cave floor. I tried a third time to ask about his name and mother when all of a sudden he ran over and ripped the pants off of the dead bugbear. My jaw fell open and I opened my eyes wide thinking that we were about to see some very illicit necromantic rituals acted out. So I stopped talking and sat back to watch the show. As I leaned my elbows on Spencer's head with my chin in my hands, Trust A Girl started wiping all of his things down with the now naked bugbear's pants. He did this to every item. After about thirty minutes of this strange "polishing" Trust

seemed like he had accomplished his goals and placed his equipment on his person and we searched the bodies, except for the exposed bugbear. We left that one alone in case Trust needed to mark his territory or perform another ritual. Just then the goblin that ran away came to the edge of the cave opening. The goblin said something that looked like it was directed at Vern. Grey interpreted, "What the hell do you want from me?!" Trust yelled, "Hey, he's wearing my armor!" That was enough to scare away the goblin and he took off back the way he came from. Trust immediately ran after him and down the tunnel. I said to Spence, "I guess we're heading down that tunnel."

Mielikki, I pray this new guy isn't leading us into a trap. And please let us find the twins alive; looks like Trust isn't the only one that needs new shoes.

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.

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

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>>*

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