

# 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.**

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Phulleigh Dotfive's Journal

Game date: 2 Mavis 1008

(Real world date: August 21, 2021)

Day 36 of the Xterminators

I pray that we remember to buy a rope bridge when we get back to town. I suppose I should start back at the Scout being beat by a trap.

2 Mavis

As Trust was trying to disarm the trap in the ten by ten foot room, we could hear booted feet and rustling sounds from the other side of the door. Too late... the door opened and we saw a bug bear and a bunch of scion scourges waiting for us. Trust was standing on a tile that looked like it was ready to fall directly in front of two scion scourges. I threw a bullet at a weed but missed as Trust tried frantically to cut the rope that was attached to the wall (and him). The rope fell and he grabbed at it but ended up falling the thirty feet to the bottom of the pit. Tosha moved forward and grabbed the rope to pull the Gnome up as the door on our side magically closed then magically opened again and the trap reset. Trust scampered out and picked up a piton and disarmed the trap again (at least that's what he said). As Trust was hammering another piton in the wall, the door across from us opened up again and smacked him in the side of the head and he fell back into the pit. Just then WizRWe pulled out her whip and tried to hit the scourge in the doorway but missed. Several (four) of the scourges jumped into the pit on top of Trust knocking themselves out but did a lot of damage to our Scout. I flung a bullet and hit one scourge as a wall appeared in the five foot square in front of us, bisecting it. Tosha said, "Somebody torch those guys!" and pointed to the pit. Grey pulled trust out with the rope and Vern healed him. I gave my staff to Grey to throw a bullet at the enemies in the pit

but he missed while at the same time Vern gave a magic bullet to Tosha but she missed too. The Scourges closed the door for a second time.

We talked about how to open the door without falling into the pit for a few moments and Vern decided to open the door with a grappling hook and trust tumbled into the room after Garreck enlarged and made a bridge by laying across the ten foot gap. Trust only went part way into the room though, but he downed the scourge that we wounded before. As Phiny-ass cast a bolt of dark magic as Trust tumbled past three enemies and shot at something around the corner while Spencer and I moved into the room and downed another scrouge. Grey yelled, "Get Your Arses Across?" So I called Sammy across and he jumped into the last open space in the room and tried to bite a scion scourge. Just then Vern yanked the grappling hook off of the door which lodged in Grey's shoulder as Tosha swung both swords and sliced two more scourges. A bugbear came out of no-where and charged Trust who almost fell down unconscious. Instead, he tumbled past it, next to us, and fired a shot from his not so long bow while Vern downed the last scourge and WizRWe shot the bugbear in the side of the neck with her bow. Mielikki, I pray that we remember to buy a rope bridge when we get back to town.

**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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