

# 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: 2-3 Mavis 1008

(Real world date: September 4 & October 2, 2021)

### Day 37 of the Xterminators

We all nodded to each other grimly knowing that the next fight would be more dangerous than all of them put together.

Wait... let's go back to the purple fungi.

### 2 Mavis

In the room with the bas relief of dragons, there were nodules of cultivated luminescent fungi. In that room, we found a scythe, an urn and a barrel. In the urn was some smelly liquid fertilizer (goblin spit) where the container would hold one gallon and had a spray hose. Trust checked the East door and said, "There are some noises on the other side." Garreck opened the door and Phiny-ass moved into the room and began to cast. We surprised ten Scion Scourges and Tosha, Garreck and I entered into the room. One scourge rolled away from us and attacked Grey and another rolled to us and tried to attack. A third tried to attack Phiny-ass but missed. Tosha got "bitten" and said that the attack burned. A Scion rolled past Trust and he smashed it good. Garreck moved in front of Vern and downed the one that just missed Tosha. Spence and I crushed the one in front of us and smacked the one in front of Tosha. Tosha then smashed me over the head for some reason and broke her sword (serves her right). Vern took one out as Trust got attacked and "poisoned." Spence missed again and I killed one and damaged another. Vern killed the one front of him. Our battle mage took out the one in front of him (he's getting really good with that staff). The last weed attacked and Spence moved in and munched it.

After the fight, Vern checked Trust and said that he wasn't actually poisoned (must be a Gnome thing). There was another barrel, but this one was full of water. Spence found the scent of one of the twins and I saw a tiny of piece of cloth on the ground. Trust went to the door across the room and said he could hear voices. Grey unlocked the door and opened it. We saw four goblins with morning stars. Grey downed the one in front of him and moved into the room. Spence and I whiffed as we tried to attack around the door frame. Trust dropped one with his not so long bow. Grey downed another as The Battle Mage dazed the last. We found fourteen silver on them (cheapskaters).

The South-West door was checked out by Trust and it used the dragon key. I opened the door and saw a hallway about fifty feet long. The walls were of dragons again. Down the hall and to the right there was a U-shaped room with a pentagram and a dragon statue. The floor was marble except the circle right in front of the statue. Trust peeked around the corner and saw two shadows blocking the door north. Grey took a quick breath and said, "Undead... drain life force." Spence and I moved up and threw a bullet but missed. Trust tumbled backwards and behind us as Vern moved in front and raised his holy symbol. He told everyone to stay behind him. Just then a shadow moved forward and our cleric tried to thwart it but he must have held his holy symbol upside down or something. Grey said, "On the back of the door is a Boronic Glyph, undead warden. Just then a shadow came through the wall and tried to touch me but Spence pulled us back just in time. Grey said, "I think the glyph keeps them in." Spence and I were wondering why he was looking at the walls while we were getting attacked as we lunged at the spirits but our attacks went right through them. The war mage fired off a frost ray as everyone else backed away. Tosha even went completely down of the hallway and into the another room. Just then the first shadow we saw touched Vern and in response he sent out a pulse of positive energy and completely destroyed them. All that was left were piles of dust.

Vern put about seventy pounds of stuff in Spencer's saddle bags. He said he couldn't carry it for some reason. We moved into the thirty by thirty-five foot room which had a statue of a huge adult red dragon. That was when Vern said Trust and he took damage to their strength which should heal in about two or three days. There were red tiles in front of the statue that had Dragonic on it. They translated, "Let the sorcerous power illuminate my mind." Grey said this out loud in Dragonic and we saw him engulfed in flame. Then he went behind the statue and noticed a loose stone, removed it and found a bag of coins and two flasks of liquid. Grey tried to climb the statue but fell and busted his ample rump. Trust climbed up instead and searched the sword hilt that was wedged in the back of the dragon statue. I cast magic detection and the door, the tiles, the statue, the Circle around the statue and the sword hilt glowed as magical. The circle and sword glowed as enchantment, the doors had abjuration and the statue had illusion. Just then the dragon came to life and reared up, started to fly and breathed fire on all of us. Those that believed in the illusion took actual damage (Spence and I knew it was an illusion, but for some reason it hurt us too). The war mage ran out of the room screaming, "Dragon!" as Trust fell off the statue. After he stood up and brushed himself off, he gave Tosha another magical short sword for her to break (again). Grey told me to read something while standing in the circle but nothing happened. We rested for an entire day so I can keep an I on Trust and Vern; I even got to use Vern's healing kit.

### 3 Mavis

Grey stood in the circle again and said his Dragonic and a flame engulfed him but he wasn't hurt, again. We went through the North door and found a bunch of leaning and fallen book racks lining the walls of this twenty by twenty foot room. We found an arcane scroll in the little library. When we gave it to the war mage he said, "It's Melf's Acid Arrow." We asked the dogs if we were on the right track and Spencer immediately moved to the door and pointed. I said thank you to WizRWe for suggesting it; now we knew that we're on the right path. WizRWe cast magic

detection and found another scroll and a book. The war mage said, "It's a pyrotechnics scroll." The book had a wooden cover with two hundred pages written in Dragoon called "The Dragon's Lore." Grey said that it was worth about fifteen hundred gold (just for an old book? It's probably not that much).

We opened the door and found a spiral stair case going down about ten feet. Trust went first. When we circled around and down, we found another stair case that went down another ten feet. Then at the end of the corridor it went up twenty feet. It lead fifty-five feet East and then tured South. There happened to be a door on the East side. The floor was all dirt and in front of the door was a vein of Bauxite. Trust checked the door while Grey tried all of his keys. When Garreck unlocked the door and opened it we saw a twenty by thirty foot room. Fungus on the ceiling provided some light and nutrients for plants that could be used for healing and/or poison.

WizRWe detected magic and found two more scrolls and a tome. The first one was Delay Poison and the second was Entangle. Spence thinks we should carry that one. "Treasures of the Fire Lords" was the name of the book that Grey was holding and when he opened it, fire exploded on him, Spence, me, and the war mage. After the smoke went away we found that all the pages were blank (did we just erase it when we opened it or was that some necromancer's attempt at a joke?).

Trust checked the door to the south and it was locked. We paused for a moment and looked at each other. We all nodded to each other grimly knowing that the next fight would be more dangerous than all of them put together.

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

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*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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