

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: 3-4 Mavis 1008

(Real world date: October 30-November 13 , 2021)

Day 38 of the Xterminators

Was this the big fight that we were warned about? Could we some how make it down without alerting an army of evil, or will we fall into a trap and suffer the same fate as the twins?

Hmmmm... we should probably start the story back up the cliffs and us killing the farmers.

3 Mavis

Turns out, we only had to fight a hand full of farmers and a bunch of Scion Scourge. So where was the evil druid hiding?

We opened the door to the south and saw a thirty foot drop into a cavern with a switch back set of stairs. The cavern was thirty foot across and the ceiling sloped down. Trust moved fifteen feet down the stairs and said, "There's four goblins, four scion scourge and four skeletons. Just then a skeleton hit Trust with a shovel as Grey moved down the stairs and killed a goblin. I threw a bullet and downed a scourge. Tosha came into the room as WizRWe started signing. Garreck killed another goblin as our battle mage shot a missile of energy. As Tosha hit a skeleton Spence and I moved further into the room and downed another scourge. The last scourge attacked Phiny-ass as WizRWe smashed it. Now there were just the four skeleton farmers. Trust moved to the edge of the fifty foot room and looked down into a ravine that was eighty feet down. Vern finally came down the stairs and destroyed all the undead as Tosha, Grey and WizRWe finished off the unconscious scourges.

Thirty feet down the cliff was a ledge. On the east side of the cliff was a rope ladder and then a second ladder going the remaining fifty feet. Some scion scourge were down there and the vines were barbed as Trust sent a message to Grey. The vines created a canopy that you could just barely see through. Garreck lowered Sammy while Vern and I backed him up. Trust said, "When you yelled, Scion Scourge are coming this way." So we started pulling the dog back up. I moved to the edge and fired at a scourge as they surrounded Grey who had just climbed down to the bottom. We shot bullets and hit the one that just damaged Grey. Tosha went down the ladder and landed on the unconscious scourge. As WizRWe started to sing The Spencer Song, Trust started down the ladder and the battle mage fired a missile at a small scourge. There were one large, three medium, and six small scion scourges. As Tosha got scratched, Trust jumped onto a medium scourge and squashed it. Just as Vern moved to the edge with me and fired off a bullet from his sling, Grey got bit by two scourge while Tosha downed one. Grey got mad and killed the medium that just bit him. Trust said, "The vines in the trees are moving." As a scourge went down from one of my bullets, Tosha smashed the one between her and Trust, but Trust couldn't move out of the way fast enough and got bit by the large scourge. WizRWe downed one with her bow as Spence and I looked for another to shoot, but the vines were obscuring our vision. As Tosha downed the last small one, Grey grew large and took the big scourge out. Just then the battle mage joined the fray and coup de gras'd an unconscious scourge while I started to remove Spencer's equipment.

When the last movements of the remaining scourge ceased, we lowered Trust down the second ravine which was pretty much the same as the last drop off... eighty foot cliff with two rope ladders, except that when Trust got to the bottom four scourge come out of a cave and two of them bit him. Grey pulled Trust back up. Two scourge "looked" up at us and then went back into the cave. Garreck said, "We should use the Iwali to cover up the twenty-five foot cave opening." And Trust

finished his sentence, "And leave a five foot opening where someone could bottle neck them while the rest of us climb down."

Trust went down the rope ladder and placed the magic item to erect a wall in front of the cave opening. I used Spencer to lower Grey sixty feet. We were too late as below, a large tumble weed and a medium moved through the opening. The war mage and Tosha started to climb down. Next WizRWe. As Tosha moved to the bottom by tumbling, Vern started down. Trust tumbled behind the big scourge and hit it. As Tosha made it down and swung her not so long sword, Garreck moved over and hit a medium scourge. I tied Sammy up and got ready to lower him. The battle mage got to ground and got scratched by a medium. When Sammy got down he attacked a moving small scourge, then Tosha killed it. As two mediums bit Trust, Sammy finished it off. Grey smashed a medium as WizRWe killed another with her staff. There was no where for the battle mage to go, so he put a couple of the unconscious scourge out of their misery as Tosha finished off two more (same contingency as the last batch of scion scourge). Both Trust and WizRWe got bit as Phiny-ass tied the rope to the rope ladder. So, Spence and I pulled up the rope ladder and eventually had the rope in our hands as the rest of the party stopped the remaining scourge from moving, permanently.

An hour later we finally made it to the bottom and used the cave as a resting point.

4 Mavis

We rested until seven AM and spent some of our spells to heal up. Then we scouted the cavern. We moved into a "room" where on the left side was an underground river that split to the left into a water fall and straight ahead into a hole in the rock wall. The battle mage sent his owl down the water fall. It relayed that there were a lot of people and some trees. The question was how the heck we were supposed to get down without killing ourselves. Was this the big fight that we were warned

Xterminators Adventure Journal

about? Could we some how make it down without alerting an army of evil, or will we fall into a trap and suffer the same fate as the twins? 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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