

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: 4 Mavis 1008

(Real world date: November 27 , 2021)

Day 39 of the Xterminators

We win!!! The fight of our lives was quickly ended by killing the evil druid we were warned about...

Wait... we should probably go back to staring at the waterfall for half of the day.

4 Mavis

After climbing and traversing two eighty feet down caverns, we came to a small cavern that ended in a waterfall. We spent a considerable amount of time searching for secret entrances (did I mention half they day?). Trust climbed the ceiling and started to tie off a rope that dangled down in front of the water fall. The idea was to repel down without having to ride the water and kill ourselves. Our battle mage gathered some luminescent fungi and threw it into a channel that forked off of the waterfall and into a hole in the wall. He had his owl hover above the lake to see if the "light" came out any where in the cavern. No luck.

Half way through watching the construction of the repelling rope, we all came to a consensus that we must have missed something. So we all searched the cavern again. This time Spencer found some tracks that led directly into a wall situated on the south west wall (before the water). Phiny-ass, Trust and Garreck searched the wall that Spencer was barking at and they found a secret entrance (finally).

Trust went through and tried to be as silent as he could as we made a plan to ambush our enemies. He described a cavern that was one hundred feet long and seventy-five feet wide. He saw three humanoids; two males and one female. There was also a huge black tree in the middle of them. As we peaked around the corner

we also saw a three foot frog (possibly the druid's companion?) and about six medium scion scourge.

Right before we set our plan in motion we heard someone call out, "I can hear you! Come out of the shadows!" Just then Grey turned invisible and Spencer and I moved to the opening. The male "druid" started moving his hands like he was casting a spell and said something "nice" to Spencer (I can't remember what he said because I was confused. Why would an evil druid say something nice?). But Spencer paused like someone tried to hit him and then the hackles on his neck raised up. Just then Trust moved into the room and raised his not so long bow and pierced the druid. As soon as the druid yelped in pain the frog immediately attacked Trust. The female that was standing next to the tree (and now Trust) had skin that looked like bark. Spence and I knew that it wasn't from the druid spell called barkskin (so what could it be?). As Trust said, "She has an Hokera signet ring," the girl cast a spell. That's when Spence and I leaped over the five foot ledge and smashed into the druid. Spencer grabbed onto his thigh and shook his head violently as I brought my staff down with both hands across his neck. The strikes sent blood spraying as the evil druid dropped to the ground. Just then Grey appeared next to us as his warhammer smashed through the druid's brains.

Before we could rejoice, a medium scourge came up behind us and clawed my leg. I could feel it's poison burning as I saw out of the corner of my eye Astrix land on the girl's shoulder (now we knew that this was indeed one of the twins). Our battle mage hollered, "That's Sherlyn Hokera that the owl just landed on!" Just then Tosha hit a scourge next to her as Spencer swung around and crushed the life out of the one that poisoned me. As Sammy came into the cavern and attacked, Spence and I moved next to Tosha and finished that scourge off. Sherlyn cast a ray of dark magic that hit Trust in the chest as Phiny-ass cast his spray of colors on the male warrior and he went unconscious. A spear whizzed by us from Vern and into a scourge as Tosha chopped it in two. Sherlyn cast a ray of cold at Trust (he was definitely not

looking good at this point) and in response, while singing she tripped Sherlyn with her whip. Seeing the mage down, our battle mage cast another spray of colors at her and she went stiff too. Just then we saw Trust run off in the distance and shoot an arrow at what we guessed was the frog that hopped a way a moment before. Spence, Sammy and I worked as a team surrounding the scrouges, isolating them and then finishing them off. The battle mage shot a missile of dark magic and took down the last scourge. We saw the frog charge at Trust but before it could smack him in the face, Tosha sliced open it's stomach.

With just the twins left, Vern tackled the male who must be Taggert Hokera and pinned him on the ground and said, "Someone tie him up". All this time, Garreck had been swinging at the tree (three or four times now) and he said, "Kill the tree!" I got out my rope, hopped off of Spence and tried (several times unsuccessfully) to tie up Taggert. As Phiny-ass threw some acid on the tree, we heard Taggert cry out in pain. As WizRWe was healing Trust, Tosha ran over with Spencer to help Grey attack the tree. As each bit and hacked at the black bark, both of the twins were screaming in pain. When at last the abomination was cut down, Taggert whimpered, "Where am I? Why am I tied up?" Vern let him go and said with a smirk, "That's a much longer conversation for later.

We all looked around the room and at each other and I yelled out, "We win! We win!!!" The fight of our lives was quickly ended by killing the evil druid we were warned about. Praise Mielikki for our victory.

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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