

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 has also/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 your contributions - 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 1st level adventure in the "Rob's World!" campaign.

This adventure took place during the dead of winter in the Forgotten Realms. In a tiny corner of the 'Kelvarig Peninsula' called Shaes. The cold coastal hamlet of Shaes isn't all that far from the Adventurer's base of operations in the town of Whillip, but Winslow's Cliffs are far from the friendly, cozy, fireplaces of X's Manor.

The adventure has concluded, and the group is back in Whillip. As they wrap-up the division of treasure and seek leads for their next adventure, we will follow their in-town activities (Merchants and Bankers) until they complete their 2nd level training. That's when a new chapter of the Xterminators will begin.

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

Phulleigh Dotfive's Journal

Game date: 4 Febulus- 11 Apros, 1008

(Real world date: September 19, 2020)

Day 19 of the Xterminators

11th of Apros

Whew, that month and a half really flew by; everyone was now officially done with training. All we had to do was get some kind of sticks of ain't that absorb evilness...

Oh wait, we should probably go back to before our training.

4th of Febulus

We had a few days before we all started our training. I was hoping that the smithy would have what we needed because I wanted to get used to the new weapons and armor. Even though that smelly orc Aguani isn't my favorite, Spencer and I went anyways to building one twenty-six, Blades By Tor. Thank Mielikki we got our druid neutrality on, as it turned out he had quite an assortment of expert weapons. We bought a new lance and slingstaff, and sold the old ones.

6th of Febulus

WizRWe was almost too busy to give us the building number to an armor shop because she was so wrapped up in the planning how elven life could benefit (I forgot to write the building number down, but I'll remember how to get there if we need to go again). Turns out they had armor that fit both me and Spence! We sold our leathers and got nice shiney armor. I got a shirt made of little metal rings linked together and Spence got something called breasted plate. Must have been one size fits all, because the shop keeper tightened the straps and it fit like Nathis' lady's fine

gloves. It even had a cushion for my butt. When we got back to the manor Phiny-ass had a fantastical new companion. He introduced us to his family er owl named Labraen. He said it would make him more alert because he can feel him (I guess it's kind of like my link to Spence). Apparently, Labraen is an ancient elven star constellation. I don't know about any family er or stars, but Spencer and I really like this owl (don't tell Phiny-ass, but I cast speak with animals and had a rather pointed conversation with him. More about that later).

8th of Febulus

Not much happening here. Training hadn't started yet, so Spencer and I went with Grey to that bar called the Tree Stumper. We tried our best to drink an ale, but as soon as I brought it to my face that smell started to make me nauseous. I pushed it over to The Dragon King and he gulped it down in three sips. The bartender suggested we try the lemons (made by a virgin) which was pretty good. But we didn't really go with The Dwarven King for the beverages though; it was the interesting conversation that only comes out when he drinks. We learned a whole bunch about his new hammer Malegar and a bunch of other stuff that... I probably shouldn't write about here.

9th of Febulus

After lunch, Xalted showed us his new hair cut; not short enough to see his tattoo though. And Spence and I weren't the only ones with a new outfit. Both Grey and Money were parading around in their new armor too. Their's was almost as nice as Spence's.

10th of Febulus

During breakfast The Dragon King was complaining about wanting to count our money. I only caught the last part of why, because Spencer was slurping really loud. Whatever I missed, it must have made Money remember something because he

stood up really fast and said, "Oh, that reminds me; we need to elect officers." I hadn't finished my flapped jacks yet, before we started to vote (luckily I didn't have to talk with my mouth full; we just wrote something on a piece of paper and handed it to X). Grey and Xalted were nominated for Party Leader; WizRWe and Tosha were nominated for Second in Command. And Grey and Phiny-ass were nominated for Treasurer (I really thought Money should be the one who was counting money; oh well, maybe next year). X counted up all the votes and proclaimed Grey as our leader, WizRWe as spokes person and Phiny-ass as secretary.

We all decided to celebrate and go to the Tree Stumper for drinks, but when we got there Money was turned away for being too tall (ha ha). Finally someone said we should go to the Golden Troll, so off we went. They didn't have that lemon made by virgins, but the bartender suggested a frozen strawberry drink made by virgins from somewhere called Dacory. It wasn't as good as the lemons, but Spencer liked it with the pretzels. Not sure how long we were there, but we spent a bunch of gold, like almost fourteen (That's more than Piglet (little brother) makes in a year. Well aren't we big in our britches?).

11th of Febulus

This was the day we'd spent weeks gathering gold and waiting for... our first day of training. Yorgel was his usual neutral self. I'd have to learn to be more like that, but today I was too excited. I stayed up most of the night imagining all the cool things I was gonna learn like turning into a bird or calling a rhino to trample our foes. Instead, Yorgel had us run around the park all day long. He began the lesson with, "Your training shall end when you can circle the park in less than a minute." I replied, "No problem! Spence and I are the fastest in all of Luiren!" We took off and ran as fast as we could. It must have been the heavier armor Spence was wearing, because it took us like twenty minutes. How in the nine hells were we supposed to do that in less than a minute? We ran and ran all day. When we were finally too tired and out of breath, we fell on the grass dejectedly. But before we could

catch our breath and start sulking, Yorgel looked down his ample nose at us and said, "That will be enough for today." He leaned over and put his face so close I could smell the apple he ate for breakfast. He spoke in a spooky voice, "You and your companion shall learn to become one with the flora." When I tried to get up and ask what he was talking about, he started to turn around saying, "We'll start again same time tomorrow." Then he just transformed into an owl (much bigger than Labraen) and flew away. Who in Mielikki's name is flora anyways and how are we going to become one?

We ran around the park every day for a week (did I mention all day?). While we increased our endurance and speed, we never made it back in less than ten minutes; more when we tripped on the underbrush. When I asked Phiny-ass at dinner, who Flora was, he said it probably wasn't a person but our trainer was probably referring to the forest. So... one with the forest. Why didn't Yorgel just say that? After I figured that out, it was easy and soon we'd be learning spells and calling rhinos.

24th of Febulus

Grey said he was exploring the tunnels beneath our rooms and asked me if Spencer and I wanted to go with him. The first tunnel opened up into a cave surrounded by a copse of flora (just kidding, they were just trees). When we got back it was dinner time and Money asked everyone how their training was going. I didn't bother to tell him about the flora thing; instead I said, "Spencer and I learned how to move through the woods really fast." WizRWe said she was learning how to use the whip. Phiny-ass said he was learning new spells. Xaltor said he was just "fighting." He smiled that crazy smile, so it must be some good "fighting." Money said he was also learning a new spell that repairs abilities if they are damaged. Tosha said she was spending lots of time with her family. When Money asked her what her children's names were she sighed and pretended like she didn't hear. Finally, after she was done eating she spoke up and said she had children too, and that her husband's name was damn it, the horse trader. Grey told us more about his hammer.

28th of Febulus

At dinner Grey told us he found where the other tunnel went. Apparently, that one led out into another cave but this one opened up next to the docks.

1st of Marcay

Training finished early for Spence and me. Yorgel was true to his word; as soon as we hit the under-a-minute thing our training ended that day. He gave us some instruction in druidic attack and defense and taught us the spell Shillelah. Not sure if it was my new weapons, but they were easier to swing around, especially my staff when I cast that new spell. We never actually hit Yorgel though. Maybe that was a good thing; he was already beating us up pretty good. I'd hate to see him angry. Bing bang boom, I was now Druid version Two Dot Oh!

20th of Marcav

At supper, Money asked again how everyone's training was going. I told everyone about our new armor (I didn't say it looked better than theirs, even though it does) and our new weapons. Grey told us what he learned about Malegar. I didn't understand how he figured it, but he said something about the places his father used to live. He thinks his father might be the master smith that made the hammer (whoa)! Phiny-ass learned another new spell and was better with the staff and crossbow (let's hope so). Exalted said he was learning how to ride a horse (I was gonna see if he needed any pointers on riding since we're the best riders in all of Luiren, but I didn't say anything; he had his mad face on probably because his butt was hurting). Money said he learned another spell; this one made him more charming to a person (that's doesn't sound like a very usefull spell). Tosha said her husband's name is acutally something something Noah and her children's names were Kitha and Mywes. WizRWe said she was mostly practicing for how elves benefit and she pointed to a bowl with something in it. She said there was one for everyone (one what? I can't see up into that bowl).

9th of Apros

Turns out it was one ticket (for each of us) of admission to see the concert. It said, "Raising funds for Elven Lives Matter" (how could WizRWe get gold if all the tickets were free?). However it was supposed to work, she said they made more gold as there are days in the year. No idea what that meant, but she was smiling so we all clapped.

11th of Apros

Whew, that month and a half really flew by; everyone was now officially done with training. All we had to do was get some kind of sticks of ain't that absorb evilness (I'm gonna get a bunch of those and give them to all the city officials) and rations and we'd be off to save the twins (or at least take their rings).

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 player's 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 in question may in fact 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. One should never assume that another character has actually read a journal entry. If necessary, please consult with the appropriate player regarding how your character might have come upon any specific journal related information.

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

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 (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 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>