

# 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 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 takes place in the Forgotten Realms. In a tiny corner of the 'Kelvarig Peninsula'. Not far from the Adventurer's base of operations in the town of Whillip.



## Phulleigh Dotfive's Journal

Game date: 16, Janus 1008 (Real world date: November 30, 2019)

Day 4 of the Xterminators

Turns out, I couldn't see Tahshush's rump as Spencer's head was in the way, which Mielikki must have put there. We started to head out to the Mourner's farm, when I heard a clicking sound. Tahshuh was shivering and her teeth were making an awful rattling noise. She asked if we could stop at the general store and get some warm clothes. So we turned around and headed back to Grey's Uncle's (Gareth) Dry Goods store. The Red headed woman must have taken a break, because a man was there but he didn't tell us his name. Maybe it was Grey's uncle? Anyways, he had a bunch of leather stuff for us to buy. Tashuh and Exalted both bought a seal fur lined full length leather coat and WizAreWe and Phineas bought some gloves. When we told Grey's uncle that we were going to find the Mourner's daughter, he said that Janice had been missing for several days and that Jason and Celia Mourner were very worried.

It took us almost an hour to get to the Mourner farm. Thank Mielikki, that coat was covering Tashuh's butt so it wasn't as arduous a trek as I had originally feared. Big Exalted led the way and shielded a lot of the wind from us... that helped too. Exalted banged on the door and a sad, tired looking man answered the door. By his forced smile, I thought this might be Janice's dad, so I peaked around Exalted and said, "We're looking for Jason." Sure enough it was the dad. Exalted asked for directions to the trail to where Janice was last seen. He walked a little ways and pointed to a copse of trees and said we could pick up the trail there. Just as everyone started to walk off, Spencer reminded me to get her smell, so I asked if there was a piece of clothing we could use to track her. Jason ran into the house and came back looking a bit relieved holding some used underwear. He said no one else had thought to bring a dog to help. Spence sniffed it a few times and then turned around in a circle twice. Then he just took off in the direction of the trees. Everyone else followed as I turned around and waived to Mr. Mourner. Thirty minutes later the trail came to a "T" against the edge of a cliff. It didn't take long when Spencer said we should go to the left, except Exalted said he wanted to look over the cliff. Spence wouldn't get close to the edge, so I jumped off and pulled out our silk rope. Exalted volunteered me to climb over the edge and get a piece of cloth he said he could see below. He tied the rope around me, and Vern and him lowered me down. I tried to climb down but I slipped. Luckily, whoever was up there holding the rope caught the slack just before I fell into the trees. It took a couple of tries swinging back and forth to get to the limb with the piece of cloth hanging from it. When it was in my hand, someone started pulling me back up. I didn't even have to say anything. I handed it to Exalted and he said that it was just an old piece of tattered cloth, maybe stuck in the tree for a few years. At first he thought it was from the girl, but Spencer said that it wasn't and he started down the left side of the path. Vern took the cloth and said he could use it to bind and infect someone and then charge to heal them. Which god does he pray to again? The god of wealth?



## Xterminators Adventure Journal

Grey suggested that we tie ourselves together when the trail started getting steep, which was a good idea. At the end of the trail near the water, it was really really slippery and everyone slid the rest of the way down. We were in a heap at the bottom, when WizAreWe noticed that Phineas wasn't moving. I cast rejuvenation on him and Spence, and a minute later they were as good as new. We were all a little bloody and bruised, but ready to go. But... there wasn't anywhere to go. The ledge we fell onto had a trail of steps that led right into the freezing water. Spencer started barking and looking to the right as he could smell Janice. About 200 yards down the cliff face I could see an opening. I pointed it out to the rest of the party but only Phineas and Grey could see it. Since no one thought to bring a boat, we decided to wait until low tide to try to get there. We hunkered down as best as we could; Tashuh and Exalted got under a tarp and Phineas got up on Spence with me. WizAreWe made a commotion about no one wanting to share her warmth, but she finally quieted down. I did my best to stay warm but there was no way to get out of the freezing wind. I tried to write in my journal but my hand was shaking too much, so I just read a little bit to the group as we waited for the moon to pull the water away from us.

Some time after it got dark, Grey said it was low tide. I couldn't see anything, but I just wanted out of the chill. Grey started chanting really loud about a boat and he magically conjured up two guys in a row boat. I didn't know he was wizard; I will have to ask him about that later. Anyways, Exalted and Tashuh tied a rock to the end of the rope and threw it at those guys. We then pulled the boat closer to the shore. Two nice fishermen named Capernick and Glenn asked if they could help after we told them we were looking for the missing girl. Unfortunately, their little boat could only hold 4 people at a time. So Capernick volunteered to stay with WizAreWe while Exalted, Tashuh and Spence and I went further down the coast.

An hour later we got to the mouth of a tunnel. There was writing around the mouth, I remembered seeing, but the only one that could read it was trying frantically to row the boat down the tunnel and we forgot to look at what it said. The tunnel went thirty feet in and then twenty more to the right. We rowed into a lagoon like cave that was fifty foot high with a stone building at the back. On the side of it was a little beach and that's where Glen decided to drop us off. Grey told us to stay there and he went off into the darkness. When he came back a few minutes later, he said it seemed okay. Exalted and Glen decided to go back to get the rest of our party.

We huddled together between two buildings while we waited. It was much warmer here, but very dark, so I brought out my journal and asked Grey to read it to us. In a hushed voice he regaled us with tales of mosquito fighting on our way here to the cliffs. I asked again if he would show us his since I showed him mine, but all I got was silence.



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When the rest of the party finally got to us, Capernick and Glenn said they would come back in two days to get us. Once the boat left the cavern, Vern lit his lantern and summoned a bunch of bats to attack us. Everybody pulled out their weapons and started swinging wildly. I couldn't see a thing as hundreds and hundreds of little bats swarmed all around me. I backed up against the wall and closed me one good eye while I flailed at them. Luckily, WizAreWe calmed them down with the strumming of her banjo and her beautiful voice until they finally flew off and left us alone. They must have just been cold because no one got bit.

We went the rest of the way across the ledge behind the stone building. On the other side was another shore and Spence jumped down immediately and ran over to a little girl that was tied up and gagged. I jumped down and untied her. She was shaking all over so as soon as I untied her, I told her everything was okay. I hopped up on Spence and pulled her up in front of me and she pressed her face against Spencer's neck and hugged him. Someone gave her dry rations and she gobbled them up like Spence did to the Stirges. WizAreWe mumbled something and waived her hands around and Janice's (that was the little cold girl) clothes were clean and dry and warm. Whoa! She must know Necromancy too like Phineas. Wow, we've got three wizards! I wonder if I'm the only one that isn't a wizard. Hmm... have to remember to ask. Instead, I yelled to Vern and WizAreWe what the others were doing. WizAreWe and Vern said they were making noise on the roof and trying to kill themselves. A little while later a poop encrusted dwarf and cat jumped down to the shore next to a little flat boat.

When I asked how we were going to get Janice home, WizAreWe did her wizard thing again and started talking to Capernick and Glenn. What god does she pray to? I started to ask, but I looked down and noticed that Janice had fallen asleep. What are we going to do with this poor defenseless little girl now that we've found her? Can't take her into that place with nasty fish people. But can't stay here cuz the fish people will likely come back. Mielikki what should we do?



## Xterminators Adventure Journal

*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. 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 is 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 this. 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)*

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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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