

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' 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, fireplace at X's Manor.

Phulleigh Dotfive's Journal

Game date: 20, Janus 1008 (Real world date: January 25, 2020)

Day 7 of the Xterminators

20th of Janus

Welp, we took a vote and it doesn't look like we're gonna be "Tosha's Teriffic Troupe." There's still plenty of time though; we haven't signed the cornicopium yet (I think that's how you spell it), and there's more than enough Tosha terrificness to be witnessed. I'm very sure they'll change their minds.

The loot we found on the rest of the Trogs was just the three spears, a strip of leather they used as a sling and ten bullets. Spence won't let the latter go to waste; he may have already put those in his saddle bags. Good thing we made room by having everyone wear the lilac poled purrey.

We brought the prisoner up the stairs and stood around for like a million years discussing who would go find the Trog that got away. We decided to leave WizAreWe and Grey to look after the prisoner and Janice. But as we grabbed our weapons and looked down the stairs, our brainy bobcat noticed that the doors were shut and the dead bodies missing. Grey started speaking freaky fish head back and forth to the Troglydyte prisoner.

Grey said he asked him, "How many are you? Is there a way out to the mainland? If we let you go, will you let us go freely? It replied that it didn't know. Grey looked at NecroElf and shook his head as he started getting mad and to say something, but Necro just turned around and stamped his foot. Grey cut him off by saying that the boss was here and that WE invaded THEIR home. NecroElf spun back around and yelled at the Trog in common, "Invaded?! You're the one that kidnapped the little girl!" He said some other stuff but it may have been in Elvish, cuz I didn't understand. I asked if we could speak to the boss. Grey looked through the open

door to the stairs and yelled, "Hey, we want to talk to your boss!" The prisoner started to yell something in freaky fish head and Grey stuffed his boot in it's mouth.

From down the stairs something yelled back. Grey and the new "negotiator" went back and forth in freaky fish head. Finally Grey tells us that he offered a Tosha belly rub, a WizAreWe song, a juicy Janice and the precious prisoner if they let us go free. We all said at once, "What!?!". And everyone tried to speak over the other.

Exalted's voice boomed over the rest, "You're not giving them the girl!" Grey smiled, held up his hands to cut everyone off and said slowly in a hushed voice, "They don't know that." Grey continued that they didn't want the girl back, that they kept her because gold ran some (Who's gold and why was he running? Mielikki I hate other languages. Why can't everyone speak Halfling like the Gods intended?). When they said we could leave, Grey told the "negotiator" that someone killed our ride. It replied it would get back with us.



A few minutes later some freaky fish head echoed up the stairs. Grey replied back and forth and NecroElf interpreted for us. The boss said we could follow him through the secret doors, but he didn't know if it lead out. We agreed to follow the "negotiator." We had to make one last ditch effort at dimple lo massey. That's what Money said anyways (that's what I call Just Vern now as his true god is wealth. I've finally put it all together; he is actually a cleric of Waukeen disguised as a priest of Lathander. Don't let anyone tell you differently). Money lit a sun rod while I tied one end of the prisoner's rope to Spencer's belt. The worshiper of

commerce handed me the expensive torch and we headed down the stairs. I should have left more slack in the rope but I didn't want the slimey piece of... whatever, to get away. Spence made it half way down, when stupid fell down the stairs right into Spence and they both splatted on the floor. Slimey knocked himself out (serves him right) but Spence was okay. I wasn't gonna waste a spell on a Trog so instead I pushed some dirt into the hole to stop the freaky fish blood from leaking out then spoke a

cantrip to seal it. (Put that in your pipe and smoke it fish face!) I picked it up and threw it up onto Spence and we started down the tunnel (I knew I shouldn't have done it. That was gonna cost a comely copper to get the stench out of Spencer's fur. Shoulda just dragged it along).

A room with hay on the ground opened up and everyone else was able to get up off their hands and knees. When we started around the corner, the "negotiator" sprinted across the room and pulled a large plank across the exit in front of itself. I exchanged places with the prisoner by unceremoniously dumping it on the ground. Something yelled in freaky fish head and NecroElf turned to us and said, "They say death to the interlopers and let's eat the girl." WizAreWe reacted with an electric tune that got everyone pumped up. Blood splattered on the wall as the boss stepped out and almost cut Exalted's arm off. Terrific Tosha got really pissed off and ninja vaulted through Exalted's legs and behind the "boss" and stabbed IT in the arm (get it girl!). NecroElf ran past me cocking his not so heavy crossbow and shot as Exalted poked it in the butt to get it's focus back on him. Money thought he was an acrobat like Tosha, but he just bounced off the boss and fell onto Exalted's feet. A spear clanked against the wall as Money reached up between Exalted's legs and rubbed his manhood gently. He must have liked it because he didn't slap Money's hand away or anything; he just closed his eyes for a second and exhaled. I was going to ask what they were doing, but I got cut off when a Trog came up behind us followed by a new monitor lizard. I pointed my lance in it's face to warn it away and got up on Spence

behind Janice. I yelled, "The bad guys have come up behind us!" Terrifying Tosha must have sent help because all of a sudden Grey moved in front of us and threw a hammer. The lizard moved to bite him in the crotch but instead took out a chunk from his tummy. Good thing it sticks out more than other things (what's with all the focus on crotches anyways? Oh well, he can afford to lose some of that belly).

I asked WizAreWe to take Janice off of Spence. The moment Janice was safely behind our banjo wielding necrogirl, I did something that I haven't done since that fateful day in Luiren. The fear of my grey friend dying overrode the fear of charging. I yelled in a, way too high pitched cry, "Ecthel Northo!" (Great, I finally get the nerve to break out the big guns and I sound like a little girl shrieking. Oh Mielikki). She must have heard my silent prayer, cuz my lance punched through the Trog's chest and a cloud of red burst onto the wall behind it; I immediately yanked it back out. It stood there for a few seconds looking down in disbelief at the garish hole. Then it crumpled.

I couldn't see what was happening in the other room but heard the fighting and somethings screaming in pain. Exalted told me later what happened though. Right after she decimated the boss, Tigress Tosha cut the other Trog like a thousand times while, with his own sword, Exalted tipped him over as he was already dead. Terrible Tosha flashed across the room and delicately poked her steel against the "negotiator's" shoulder blade, albeit through it's shoulder. NecroElf moved next to Tosha and told the Trog to pretend it was undead then pumped the not so heavy crossbow and tried to shoot it point blank in the face. Right about that time, I dropped my lance and pulled out my staff while Spence moved next to Grey and ripped out the monitor's throat. Money picked his prosperous form up from the dirt and well-heeled it across the room; he showed the negotiator his gilded spear and they both admired it for a few seconds. As

Tosha whispered to Exalted, he nodded his head in agreement and pulled the table out from the doorway for her. Supercat saved the day again and sliced and diced that Trog with both swords. Damn it! I missed the breathtakingness that is Tosha again! Too bad we don't have someone with us that could write songs about her awesomeness.

Right before we went back to the others, we heard Exalted's roaring voice say, "I want some answers! Keep this one alive!" Grey scratched Spencer behind the ears and thanked him for the healing (I guess he didn't see me casting). We searched the filthy fish heads and found the key to the front door on the "boss" fish as well as some potions that looked like water.

We untied the prisoner and placed a dead monitor lizard on top of it while in the room that must have been a nesting area for the lizards. Exalted wouldn't let us dispatch it and the chain attached to the floor didn't fit around it's throat; so we just left it there.

In the next room, on the right side, there was a wall whose stonework was, so Grey said, "X quiz it." Just looked like a wall to me, but okay. Spence noticed patterns on the floor and tremendous Tosha said it looked like things were moved from this room. NecroElf inspected Grey's wall and said there was a kriv ass. I don't know what that is but it sounded important, so I took him by the hand and drug him down the other tunnel to see if there were any more of these ass things in the walls. Apparently he didn't find any. When we got back, Money and Grey were smashing chunks of stone away from a five foot wide opening that went in about twenty feet. Before we headed down that way, Grey chanted something in necromancer and disappeared. Did anyone else see that? Why aren't these guys saying anything? Am I the only one that doesn't know how to necromance?

Several minutes later Grey hollers that he found treasure. When we all came in the room he was in the corner saying "There's a secret door here." Next to him was a pile of treasure at the base of a gigantic, gold fish head statue. That was nice of the fish heads to gather up everything into a nice pile for us. Hmm... I wonder why they did that for us? Maybe they got another chance to witness the awesomeness that is Tosha and decided to pay homage. That's it. She's a goddess and they were planning to offer these gifts. Speaking of which, our keen kitty noticed some hands and feet on a chopping block and said that they were from an old man. Grey said they were probably old man Navarro's.



Money was in the dirt again but counting gold this time (hmmm... I wonder if Exalted has gold in his cod piece, that would explain a lot), but he stopped momentarily to peak into Grey's hand as the dwarf was flicking at a clutch of fish eggs. Money went back to his pecunious inspection of a war hammer and read out loud, "Malegar Thunder Thumper of Urkhon of Brikklext." Looks like Grey gets a new hammer if Money doesn't sell it first. I

wasn't in the least interested in anything but that magical glow shining from a tiny silver ring with dolphins swimming on it. Did we just find our way out? A vision overcame me... a plume of water, rooster tailing twenty feet in the air, out behind Tosha as she holds Janice aloft with one hand and super sonic swims her way towards town and safety. As I reach for the ring, I look over at Tosha with my eyes big and starry. Even before my grin spreads to my ears, she wrinkles her eyebrows, leans back and says, "What?!"

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, 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.

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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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