

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 barroom brawl - well, a short tavern tale, as told by one of our characters. Garreck Palegold is a Chaotic Good Factotum from the Underdark. Garreck is a Duerger and his hotblooded ancestry sometimes gets him in trouble.

With a long family history of oppression and slavery; he gets a bit upset when he learns of slavers associating freely amongst the good folk of Whillip. In this particular case, Garreck learned (from his association with the guards who frequent a guild room at the City Guard barracks) of a wanted slaver who was known to be hiding out amongst the liberal minded taverns in town.

Here then is presented a tavern tale that's longer in it's making than one might initially assume...

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

Febulus 14

It was another dreary winter day in Whillip. Garreck had been cranky the last few days. Waiting in town while the rest of the Xterminators' were training had grown quite old. today he decided would be different. Vern and Garreck were off to the Golden Troll for a drink and more importantly to test out Garreck's new spiked armor out on a wanted slave trader rumored to be hiding out in town.

As we entered the tavern we could see the ugly half-orc slave trader hiding his ugly face in the back corner. The barmaid ran up and put a fresh mug of ale down in front of the muscled beast. Garreck walked straight back to his table picked up the new mug and chugged it down in a single gulp. Slamming the mug down and then wiping the foam from his golden beard.

The half-orc jumped up in surprise which quickly turned to anger as he stepped towards Garreck intent on pummeling the small yet stout Duergar. Garreck stepped to his left quickly avoiding the punch shooting towards his head. Quickly dropping his right arm down and then up trapping the orc's massive fist between his right shoulder and forearm, Garreck continued twisting his body to the left while bringing his left forearm up and driving it into the orcs elbow until it cracked and bent in the wrong direction.

The slaver cried out in pain giving Garreck time to slip behind him and wrap his arms around the orc in a bear hug pulling him against his armor and its newly adorned spikes. The spikes piercing the slaver's muscled back and legs until he collapsed from the pain and loss of blood. Garreck pushed him to the floor. Turning to Vern, Garreck shouted "Armor seems good to go. Shall we grab a drink?"

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.

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Journal Entry: *Written by Pete B. as Garreck Palegold, for the "Rob's World!" D&D Campaign.*

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