

Xterminators Adventure Journal

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 places, people, and monsters the party has traveled to, encountered and fought. Without this written record, many details would escape our memory (The DM, the Player's and thus the character's).

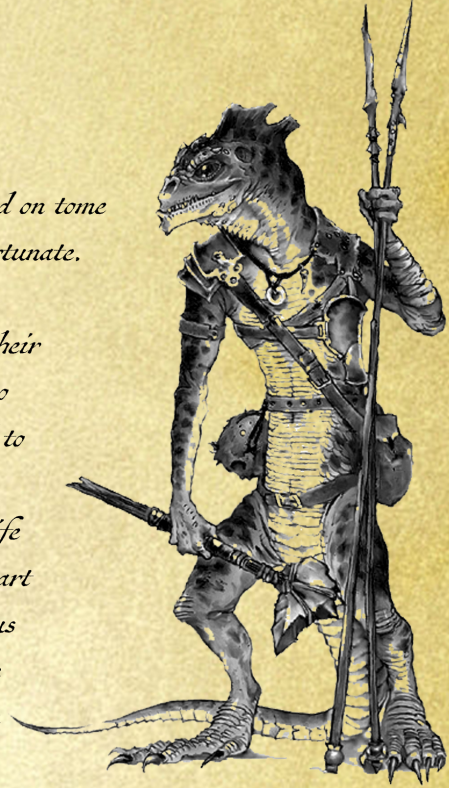
I encourage You, the readers to enjoy these journals - You, the writer, to continue your contributions - and you the player to be glad that you have this resource at your disposal.

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.

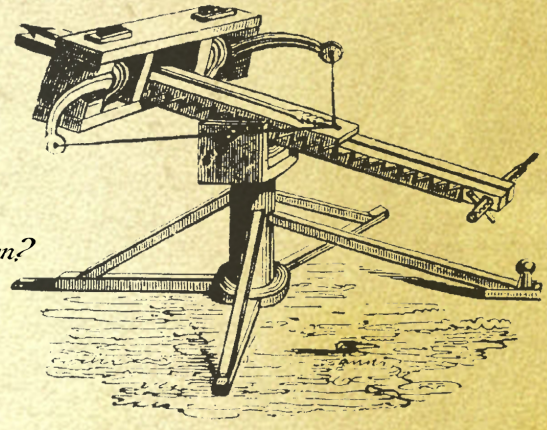
14 Janus Expedition Notations

Iethyoid - ancestor of troglodyte. Rough sketch to right based on tome in library of Whillip. Not allowed to leave with book. Unfortunate. Townsfolk accuse of being evil. Misunderstanding? Crypt on Winslow's Cliffs to be investigated. Muscle learned some of their tongue. Smarter than appearances would indicate. Foolish to let appearances cloud judgement. See rest of party in regard to Looks. Patches and Spence are pleasant. Scammer hasn't done anything untoward to me. Observation continuing. Knife ear isn't a draw. Endeavor to not hold in regard as such. Dart skills lacking. Must improve. Boat attacked eve of 14 Janus by Stirge, sketch below. Can sap vitality. Do not let adhere if possible. Spencer adept at biting them. Recommend extra physical stroking to incite affection for future aid.



Need to purchase more pipe herb in port. Out. Unfortunate. Close combat was subpar. Investigate crossbows in next city. Skill could use a bow. Dislike elvish conotation. Letting emotion cloud judgment. Reevaluate. Recommend mounted sketch below to captain for future defense of vessel. Foolish to be in known dangers without proper preperations. Evaluated captain as foolish which came out as idiot. Inappropriate exclamation. Apology warranted. Not given.

X is interesting. More observation warranted on return. Dwarf untrusted regarding spider. What bones were present in lair? Need to return to verify. Killer? Expected of other dwarves. Endeavor to seek iron vein for Bryce. Inquire over large anvil. Transportation? Unlikely to be feasible at present. May Wonderbringer forge my path. CP



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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)

More (recent) journals available online at:

<<http://www.robsworld.org/dndcampaign/Adventures/Journals/>>

Older journals available online at:

<<http://www.robsworld.org/ajournal.html>>

Your feedback appreciated. Send email to: <robert@robsworld.org>