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.

In game date(s): 15 Janus 1008 Real world date(s): 16 November 2019

15 Janus Expedition Notations XTERMINIONS



Second day to Shaees by boat. Third day of snow. More stirges. Combat skills adequate. Less deadly to group than intestinal fortitude of companions. Apparatus to alleviate swaying illness? Appraised captain of defense design. eclined, claimed unnecessary. Doubt based on days on boat to number of attacks ratio. Spots sent by patron to join. Knows Scammer. Concerned. Name incongruous with feet. Distrust. Arrived at Screeching Weasel. Decline further attempts by grey elf to arrange travel. Deckhand reading in room, learn of allergic reaction of Icthyoids to lilac. Helpful.

Group told tales of past around table. Attempted bonding? Terse response. Negative emotions rise from discussing own past. Disappointment in self. Looks in social movement. Group acronym ELM. Wanted to open branch. Commented on ELM Branch. No response. Humor wasted. Muscle from Thay. Slight concern based on memory of tales read. Reminded. Check with customs on return to Whillip for caravans from Hillsfar. Inquire of circumstances of father surreptitiously. Attempt to bond with companions in other ways. Research indicates bond likely to serve well in danger.

Meeting with officials in morning for expedition. Excitement. Exploring ancient site pleases. Knowledge to be gained. Treasure?

May the Wonderbringer forge my path. GP

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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 their 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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Older journals available online at:

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

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

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