

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.

Adventurer's Journal

14th jan

Meet the party today. I only recognized Vern from Whillip. They mostly seem like good folk, except Phulleigh, the eye patch that's not an eyepatch seems a bit sketchy.

15 Jan

When we woke up today the weather was absolutely terrible, really wished could have stayed in bed today. But the captain was determined to set out. Even though the waves looked like they could eat the ship at any second. I've never been on a boat before today and was scarred. But I healed my tongue and boarded the rocking vessel.

The boat is terrible, the waves toss it and my poor stomach all over the place. Half of us are puking violently and just holding on for dear life hoping this will be over quickly. I have never puked so much in my life, just the mere thought of food send me staggering to the side of the ship to vomit. Amidst all this terrible boat tossing and puking some flying bug things attacked us. Think they are called Sturges. The rest of the group dealt with them quickly. I kind of just stayed in a corner sword in hand, death grip on a railing and hoped none would attack me. I don't know if I could have fended them off in the state I was in.

We made it to Shaes in one piece, I have never been so happy to stand on solid ground in my life. I got a tub all filled with water and I think Wistari or Phineas cast a spell on me to clean off all the grime and salt or maybe I found a magic bucket. All I know is the salt and puke are gone.

Wistari started playing some wonderful music and I wanted to celebrate being off that awful boat with some dance and spent the rest of the night dancing and getting to know the party.

Phulleigh despite his rough appearance doesn't seem as sketchy as I originally though, he does look so adorable riding that big puppy around! Garrek defiantly seems a bit shy, maybe some good rum will loosen his tongue.

16 Jan

Weather is still windy cold and all around terrible today. We did get to meet mayor Servin Ceslick today. This poor town seems to being haunted by strange reptile creatures. Group thinks they might be lothyites, whatever strange beast that may be. Somehow stumbled upon a story that they might be allergic to lilock, so we bought all the potpourri we found. Kinda silly but was cheap enough to be worth the gamble. Back to the mayor, seems these strange beasts are

Xterminators Adventure Journal

stealing cattle. There is also a missing child, last seen near the cliff. What sort of parents would let their kid play near a cliff in this abysmal weather??? I do hope she is okay and someone finds her soon. Couldn't imagine losing a kid. Getting close to losing one was terrible enough, the thought of actually losing one, I can't even comprehend. We set off to find a trail on the cliffs that leads to an old shrine. It seems like the best place to start our hunt.

Please if a god is listening let the child be okay.

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)

Copyright statement: Journal entry is original content (by one of the players in my D&D campaign), but may contain some fonts and images where copyright is not asserted by author of journal entry content. When possible, copyright of other elements is attributed to authors of that content.

Journal Entry: *Written by Tim C. as Kasha Thunderhoof. for the "Rob's World!" D&D Campaign.*

Xterminators Header graphic *is copyright Robert L. Vaessen (Created using Logoist3 application. Original design idea by Stephen Ryle (player in "Rob's World!" D&D campaign) - Nov 2019. Font used in header graphic is 'Anglorunic' font from Pixel Sagas website (earliest attribution seems to be 2005 or 2014, depending upon source). Font is an English-readable font for D&D style fantasy games. It is based upon an 'Olde Dethek' runes font. The font is distributed on various font websites as freeware. Available for personal or commercial use with license or limitation.*

Document background *(papyrus image) is an image fill sample provided by Apple with legacy application ClarisWorks (later renamed AppleWorks). Application was discontinued/end of life in August of 2007.*

*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>