

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.

Kasha Thunderhoof's Journal

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

The boat we where waiting for seems to have returned in pieces with a frozen solid glen. It would seem the fish people attacked them. I do hope he went quickly, he seemed a good fellow. I hope someone can come back for his body as well so he can get a proper burial. So much for hoping to end this peacefully. Lets hope we don't meet the same fate. With no other options we will have to explore the crypt and hope there is a way out and also hope none of the dead decide we need to join them.

we where attacked! Smelly fish people and a big old lizard. We just blocked the stair case and smacked them as they came up! One turned and ran and we captured another.

We found 3 different crawl holes behind the sarcophagus, one in each room. And they are literally crawl holes. What a most unpleasant prospect, crawling through some holes dug by stinky smell fish people.

The prisoner hinted that the boss might exchange money for safe passage. Which is good news as it means there is a way out, we just got to find it. So we yelled down the tunnels and low and behold someone actually herd us! They agreed to lead us out, although I am not sure as to the terms as it was all spoken in that strange fish tongue, I hope to much wasn't promised.

They ambushed us. 3 in front and 2 behind with another big ass lizard. Seriously, what do the feed them to make them grow so big???

Xaltor was blocking the door way so I had to dive under him and do a neat little barrel roll into a flip to get passed him and the fish guys on either side of the door, and I actually managed to stab something! I think I'm starting to get the hang of

this stabbing people thing. Its weird actually following through with the blows instead of pulling them at the last second like I did on stage. I had almost killed one when it hit me with a big axe, it winded me for a second and opened a huge gash, I got covered in my own blood. Xaltor leant a hand and finished it off. glad he did, I don't think I could have taken another hit form them. Will have to be more careful in the future.

Once we had killed them all, Vern saw my injury and worked some magic, it felt weird. My skin kind of crawled its self back together. All that was left was a large bruise. If wasn't for my torn clothes and blood I wouldn't have believed I had even been injured as badly as I was.

Garrick noticed something was weird with one of the walls so him and Vern smashed it, and it was hiding a secret tunnel! Garrick then went and explored the other tunnel and found yet another secret passage! Also found a small treasure stash! Little by little it seems I will get the gold I need. There was also a few strange eggs there. Could be either fish people or giant lizards. But they seem kinda small for the lizards. Seems we are spending the night here in this kitchen/hatchery/treasure room.

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 Tim C. as Kasha Thunderhoof for the "Rob's World!" D&D Campaign.*

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