

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.

Phulleigh Dotfive's Journal

Game date: 23-24, Janus 1008

(Real world date: March 7, 2020)

Day 10 of the Xterminators

24th of Janus

I wiped my brow and started to thank Tosha for her supple hands on my... but Money yells out, "I have crabs! And not the Ess TseTse kind!"

Umph. I did it again didn't I? Sorry. Let's go back to the Jingle Bells yesterday.

23rd of Janus

On the way to take Janice home, the drivers started to sing Jingle Bells (not well I might add; thank Mielikki WizRWe started singing. She drowned out the off-pitch voices and made the drive over palatable). We all joined in once NecroGirl brought out her guitar. As we got closer to the ranch, the door of the Mourner's home flew open and both Celia and Jason (Janice's mother and father) raced out to meet our sleds (They planned an ambush? Who told them we saved Julia?). Before the wagon even stopped, Janice jumped over the side and into her father's arms. He threw her up into the air and they hugged the little girl while dancing around in a circle several times (Definitely worth waiting for, seeing that. I sniffed a couple of times to hold back any water works of my own. I'm a druid for Mielikki's sake! We're supposed to be Neutral. When do I get emotion control training, next level?).

The Constable, Bryce Everson, parked the sleds next to the wooden house and we all filed in. We celebrated with hot cocoa and toasted cinnamon bread (I drank the cocoa, Spencer got toast. He loves chocolate, but it doesn't love him). Jason ran

into one of the bedrooms and came back out with a bag that was jingling. He handed it to Xalted and said, "This reward is for you; you've all earned it." Our knight looked really uncomfortable, holding out the pouch like manure was in it. So I hobbled over, reached up with both hands and grabbed the heavy sack. I tossed it to Money who, despite his best efforts to stop himself, smiled and ripped open the tote; he immediately started counting. Five seconds later he proclaimed, "Fifty gold!" (Pretty efficient for a cleric, wouldn't you say? Definitely going to nominate him for Treasurer). The celebration was short lived as our business minded Dwaven King (Can you say, Party Leader?) explained that the Trogledytes were still a problem. He suggested that they move into town until the situation could be resolved. Janice, seeing that the soiree was breaking up, went around and gave everyone a big hug and thanked us for bringing her back home (everyone except WizRWe; instead Janice motioned for her to lean down and she whispered something in her ear; NecroGirl nodded). Bryce said he would escort the Mourner's into town as soon as they packed a few things. Celia said they had relatives in town they could stay with. As we were exiting the building, Grey shook Bryce's hand and thanked him. But he wouldn't let go as he stared at the hand in fascination. He asked if he could see it (See what?! Is he still drunk?). Bryce sighed and shook his head while he unscrewed his hand and gave it to The Dragon King (What the?!). When the Chosen one asked to look at Bryce's wrist, the constable grabbed his fake hand back grumpily and reattached it.

When we got back to town, we stopped at the Screeching Weasel for a nice hot meal; there was chicken pot pie, salad and tea. Even Spencer got some to himself (Except he spit out the lettuce; I nonchalantly kicked it under the table). During the meal, Money suggested we get a climbing kit; The Dragon King replied that we could get it when we bought more rations. As we were heading to the General store, some old human guy was clearing the snow off his porch and giving us the evil eye. So the Dwarven King went over to him and asked him if there was somewhere that sold

magic things. The guy said that Xanyth the wizard lived at the end of the road and pointed. We thanked him and went towards the white stone house.

When we got there, there was a sign that spoke to us (spooky), but it had a funny accent, so I couldn't understand what it said. There were lights on inside and someone was moving around, so three of us knocked on the door at the same time. A white haired humanoid with dark robes greeted us. There were runes embroidered into the cloth. NecroElf later told me he recognized two of the patterns. The Bleeder and the glyph of Confusion. When I looked at them nothing happened so apparently they weren't turned on. The Dragon King introduced us as the Xterminators who found the missing Mourner girl. And that He wondered if the wizard had anything magical that could help us finish our quest against the Trogledytes. He offered us three different symbols. One helped you breath, another froze a 20 by 20 area of water (Maelin and Glabzoo glyphs) but he wanted Six Hundred gold (That was more than the reward for finishing the quest!). We gave our best sad faces and said it was too much (Why didn't Tosha purr?!), but it didn't phase him one bit (Obviously not a resident). He did offer one that was a little cheaper, but paralyzing someone for one second for that much gold still seemed like highway robbery (Besides, we still haven't got enough gold even to train let alone buy our slave traders license). We thanked him and headed off to the Mayor's office.

We were told that the boat, Fervent Sailor, would take us out around eight tomorrow and the captain's name was Ire the half-elf. Servin (The Mayor) said to meet with Arcus the human (or was Arcus the captain? Can't remember). The Dragon King wanted to make sure we had time to buy equipment before we left so we went to the bar to tell Bryce. Twenty minutes later, everyone in the Hopping Hot Toad starting yelling the constable's name and cheering him on. When the ruckus finally died, we told Bryce what time we were leaving in the morning. He responded with, "A round of beer for everyone!" That reignited the commotion. During the second round (or maybe the third, Spencer was slurring his words by then) one of the crew

members, Kaeliss, introduced himself and asked where we were going. Right then, Bryce bought us some pickled eggs and jerked beef (Spence ate the jerky of course, and my taste buds were on vacation, so the eggs went down nicely with beer). Kaeliss said that the place on the map we showed him was called Dead Man's Cave.

24th of Janus

Some guy named Foggy yawned really loudly and woke us all up (How did he get in here? Guess Spencer wasn't the only one whose words were slurring). Apparently he was another crew member who partook in the rounds last evening (Or should I say this morning?). The Dragon King made the mistake of telling him that we were heading to Dead Man's Cave (I guess even the Chosen aren't perfect). Foggy jumped up and started throwing his stuff into a bag and getting dressed, "Not me! No way! I ain't goin there! They call it Dead Man's Cave for a reason. Anyone that goes in never comes out!" WizRWe put her left hand on her hip and wagged her finger at him with her right saying, "You're going to let two women go in, but you're too chicken to even take us there?" Foggy looked up quickly but didn't say anything, just swung his bag over his shoulder and ran out into the rain.

After a short breakfast, around half past six (Not sure what we ate, my head was hurting too much), we went over to the Essence, but there was a sign in the window, "Open at 7." So, we went across the street to Grey's uncle's store (Garreth's) and bought ten pee tahns from Frank since they were out of climber's kits. We lent our Necromancer money (Not our cleric but actual money. Well actually, our cleric did give money but... oh never mind) to buy one of those cool full length fur lined seal leather coats so he wouldn't freeze his knobby elf knees off any more. Apparently Frank had to make a quota because every time we said thank you and started to go, he listed something else and the price.

"No, than..."

"Or a collapsible boat for a hundred and forty-eight gold."

"Oh, no tha..."

"Or maybe a nice set of..." (My head was splitting so I stopped listening). The Dwarven King was being way too polite for a dwarf (Maybe he had a hang over too). But finally Frank let us go back to the Essence to see that pretty elf girl named Daphodil (or was this her sister? Eh, they all look alike; who cares, she was pretty). While the Dragon King was trying to get some lilac juice, Tosha purred and asked for a special price (Only five gold? Not bad; party spokes cat/person?). I asked Xalted if he wanted me to get the elf's number for him. He looked a little peeved and said no (Guess he's saving himself for a certain singing human necromancer; I said as much but he looked away and mumbled, "Yeah, right"). I asked Daphodil anyways if she wanted to come with us and become our concubine (I left out that last part, because Xalted pushed his knee into my shoulder blade and I almost fell over). But she said no. When I looked back at Xalted to kick him in the shin, the elf girl asked him to help her with the cask of oil. When he came back from the store room, he looked very... warm (Did he change his golden cod piece? It looked bigger somehow). He snuck a quick peak at WizRWe to see if she was looking (Why do human mating rituals take so long? If they were Hin, they'd have five pups by now). I stood between them and started to ask that very same thing, but our knight started grinning again and picked up the One Hundred and Eighty-Five pound barrel with one hand and sat it on his shoulder. He said something about his strength and prowess I think, but I couldn't really hear it because he was facing WizRWe as he walked towards the door. Walking down the street, WizRWe's face scrunched up as she flashed a mean face at each and every female she caught swooning in their doorway, gawking at Xalted (I'm telling you, five pups by now...).

We cast off a few minutes after eight and Spencer and I took our place at the bow of the ship. WizRWe started singing, "My Heart Will Go On" (Didn't she sing that the last two times we were on the boat?). The captain told Foggy to get eight life protectors out which we all put on (even Spence, although the middle wouldn't tie

very good). A few hours later, The Dragon King points to the cliffs and says he can see the cave (Must be a Chosen one's thing; no one else saw it). He told the captain that about twenty feet out, there was a currency flowing into the mouth. The captain said he was aware of such a currency and that he would wait right here (so they were going to search for sunken pirate treasure while they waited for us. Maybe Spence and I should help with that). I started to ask if we could stay and search for currency too, but just then Spence and I got pushed into the lead boat with Money and Tosha. The other launcher was tied to the back of ours and Xalted rowed with Phineas, Grey and WizRWe in it.

When we got to the opening of the cave, Money and Xalted started rowing really fast and the boat took off down the tunnel with us banging back and forth against the walls. After the third or fourth time, Xalted must have noticed that pieces of our boat were floating past him because he started paddling backwards. Good thing too, because the tunnel curved sharply to the left. We bounced off the side of the rock wall, but not quite as powerfully cuz our knight started to roll, I mean row, better. The tunnel opened up into a domed cavern with a torrent of water falling from an opening in the middle of the ceiling. It was being swallowed by a Colossal sized, churning Water Elemental that Money called a whirly pool. He strained to be heard over the cacaphony, "Row into the currency!" (More pirate treasure? Yay!). But that smashed us against the side of the wall violently and aimed us right at the elemental's gaping jaws. Just then The Dragon King prophetically yelled over the roaring of the elemental to get the extra paddles. Both he and Tosha pulled them out of a concealed compartment. I jumped off of Spence and into Tosha's nice soft lap and put them (the paddles not her lap) in their warlocks (That's what Money called them; he doesn't know what he's talking about. They're paddle holes). With all four of us rowing, we were able to aim the boat between the left cave wall and the elemental's mouth, towards a distant lumpy shore. Tosha hollered out she was gonna try tying a rope to Spence and, asked what was the magic word. I could

barely hear her over the water's crashing and it's echoing, (but I knew catstinctively what she was gonna do); I just nodded my head eagerly. Our Chosen one wailed in answer, "Come to me Gwenthwyvar!" Spencer turned into his token form and Tosha held up her hands and looked up at me. I just grinned and raised up my shoulders while pulling back on the left paddle and pushing with the right one. With each pull as I leaned back, I caught sight of the curved ceiling through the mist, then as I leaned forward our feline fighter doing something at my feet. Tosha called out the magic words, ceiling, Spence got big, ceiling, the rope was taken out of his saddle bag, ceiling, the magic words repeated a third time, ceiling, the sweetest knot I ever saw was wrapped around Spence's token form.

We were about twenty feet away from the shore when she looked ahead; Tosha threw Spence onto the sand next to a big rock. NecroElf yelled, "Come to me Gwenthwyvar!" and Spence popped out of that perfect knot and picked it up in his mouth. A few seconds later, the front part of our boat was on the shore and I told Spencer to run around and around the stone. Money jumped out and started hauling the boat the rest of the way onto the bank while I pulled on the rope tied to The Dwarven King's boat. Tosha reached around seductively and grabbed onto my hawser. The butt end of the boat where the Dwarven King was sitting was angling towards the elemental's currency, but with the might of all our strength combined (and that special touch from Tosha) we finally got the second boat along side the other.

I wiped my brow and started to thank Tosha for her supple hands on my... but Money yells out, "I have crabs! And not the Ess TseTse kind!" (Was that Spanglish?). I look in the direction he was pointing and saw the same super bats that attacked us from the other cavern. But this time my special knowledge about natural things tells me they've transformed into super mutant crabs (Money's wrong, they ARE TseTse crabs) that will kill us instantly if we just stand there and let them swarm us. I also immediately know that nothing will hurt them, not even fire and that we are

doomed and I'm really glad that I signed my will and... just then NecroElf shoots them with a bolt of dark magic (Wait... I thought they couldn't be hurt). I ask Money to pull out his lighter fluid to douse his TseTse crabs. Tosha and WizRWe run to the other side of the beach yelling that there's a big spider crab inside the cave (O.M.M.! She's Huge! (Oh My Mielikki) Where did that come from? Did NecroGirl summon a hole in the wall? Did she summon that undead spider crab?). I started to ask, but just then Money opened up his golden rucksack and said, "Here!" I grabbed a flask in each hand and as Spencer turned and ran up the beach, I somersaulted onto his back as Xalted streaked past us (towards his future ex-wife).

With a quick reconnoiter of the beach, I realize it's too late to try animal duple lo macy on the mama spider crab. If her offspring don't eat us, she will certainly (Try). Didn't we just pull together (Pun intended) to beat the Elemental's trap? Are we fighting like a real team now? Maybe we Can triumph. WizRWe strums a powerful chord reminding us why we're called the Xterminators. Gold, Glory and NO Spiders! Inspiring...

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 Sean O' as Phulleigh Dotfive for the "Rob's World!" D&D Campaign.*

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