

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 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 contributing - 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 3rd level adventure in the "Rob's World!" campaign.

This adventure takes place in the Forgotten Realms. Far from the Xterminator's home base of Whillip (in Sembia) lies the western Dale Lands and the Thunderpeaks mountain range. As the party prepares to depart the dangerous and monster infested shadows of the Thunderpeaks they seek solace and a bit to eat in the sleepy little Hamlet of Cardise. Little did they know that this Halfling hot-spot would turn out to be as close to a death trap as they've ever encountered...

Player submitted character content (not including page headers and footers) below this line.

Garreck Journal Entry Nov. 10

Garreck finally realized that the Hip hopping zombies were too powerful for the party to defeat and loudly yelled "retreat".

It was no surprise that Thrush was the first one out the door. At least this time Garreck was glad as Phineas had alerted the party that something was amiss back at the stables and the thought of bandits stealing the parties wagon full of treasure was fueling Garreck's thoughts to move the fight to the stables.

As Garreck moved towards the exit he noticed that Praetus was being threatened by a four armed female Hakheerian chef that entered the fray from the kitchen door next to Praetus. Garreck moved quicker than anyone had ever seen. Especially considering all the obstacles in the dining area of the restaurant. Garreck swung his mighty hammer, Malegar, it crashed against the bugs head and staggered the multi arm menace but much to his dismay Phulleigh charged and stole Garreck's kill with a skillful shot from his sling staff.

Upset he lost out notching another kill, he quickly spun and set his site on the Male Hakheerian coming in from behind raising his hammer high and swinging it down towards his target. To Garreck's surprise, the Hakheerian swung his meat cleaver and somehow parried his mighty swing. Garreck growled in frustration but with the hip-hopping zombies still milling around Garreck fought off his normal impulsiveness and made his way to towards the exit.

Halfway to the door, he stumbles on the debris caused during the battle and skids to a stop. He looks up and realizes it doesn't matter as the stupid smelly Orc quartermaster and his "conga-line" of blinded merchants are blocking the only exit out of this fire-shooting zombie vampire death trap. In frustration, Garreck yells " Get yer blind arses moving. Ye block'n da only exit out of dis halfling hovel hell hole.

Garreck notices a dead waiter near the exit and stops to remove the apron with the mystical symbol he thinks has been protecting the staff from the hip-hopping zombie vampires. Not much he can do with the line of blind merchants clogging up the exit.

Player submitted character content (not including page headers and footers) above this line.

Disclaimer on accuracy: This journal is written by one or more of the players 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(s) in question may 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. Fellow players should never assume that another character has actually read a journal entry. If necessary, please consult with the appropriate player(s) regarding how your character might have come upon any specific journal related information.

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Journal Entry: *Written by Pete B. for the "Rob's World!" D&D Campaign.*

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