

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: 17-18, Janus 1008 (Real world date: December 14, 2019)

Day 5 of the Xterminators

Well, thank Mielikki I had the time to sit and read my journal yesterday with Grey and Tosha. If not I would still be thinking that Tosha's name was still Tahshuh and she'd still be a HE. Now that I know what her real name is, maybe she'll actually speak to me. I keep forgetting to ask her if I can call her "poof" as her name is still Tosha Kunderpoof after all. Oh well, at least I can stop feeling wierd now knowing that Tosha really does have bresticles and I wasn't just imagining things. Even though those bresticles are already spoken for. Apparently, she's somebody's mama And someone's wife. I'll have to remember to thank Grey for pointing to her boobage.

While Grey and Tosha were wiping off all the bat poop, they found some clues and some treasure. Grey went over to where Janice used to be tied up and found a pile of broken furniture. In it were bones and entrails from a humanoid. He held up some clothing and a floppy hat. The jacket had buttons with little pine trees on them. Grey said that was probably old man Navarro's. He also found left over remains of a cow. There wasn't any silverware, but this was most of what the Mayor told us had been taken over the past several weeks. If that was true, then whoever took it killed and ate that poor old guy and they were probably going to do the same to little Janice. I started to get very angry thinking about whoever stole Janice and made a vow to extinguish their life force once we determined they were actually going to make a meal of her. Tosha started to claw the ground where she was standing, she must have been getting angry too. She partly dug up a large wine skin that had about a half gallon of wine still in it. Tosha and I agreed that we would give that to Grey to drink so he'd get on with the "tongue loosening." At least that's what she called it. I just want to know how come he weighs four hundred pounds.

Grey, Phineas and Tosha took the flat boat and decided to scout out the antechamber to see if it was a safe place to rest. They started to turn the corner when Grey yelled out that the bats were back and heading for us (they were not bats). I lit a torch that Grey gave me earlier and threw it into the furniture pile, hoping that the bats would attack the fire. I ran behind Xaltor and into the crevice between the buildings and covered Janice with my body and pulled my cloak over us. I whispered to her, "stay still and be as guiet as you can." Right before I pulled the cloak over us, I saw WizAreWe fall to the ground in a heap and hide under her coat too. I couldn't see anything even though I could hear the bats flying all around us. Exalted just told me what happened as he was standing gaurd over us and was witness to it all. He said that Grey brought the boat back and ran over to the fire I started and lit his other torch. Phineas cast a necromancy spell that made the bats think they were undead and they just hovered in place for a while. That gave Grey time to hit them two or three times burning them before they attacked him and he died. Just Vern finally decided to do something and he went over and healed Grey. When Grey stood up, the bats killed him again. So Phineas must have gotten mad at Grey for being dead, because he grabbed a burning piece of furniture and hurled it at Grey and killed him even more. The bats were so happy they accidently lit themselves on fire and ran into each other and burned themselves up too. Whoo! That must have been something to see. I wish I could have been a witness to that too, but I'm sure that Exalted told the story well enough. The part he left out though was how tiny bats were able to summon epic super bats. Because they weren't anything like the other swarm that attacked us. Just Vern said Grey wasn't actually dead; he was just tired and wouldn't wake up. So we carried him into the boat and everyone decided to rest on the dock because it was one of the only places that would be dry, what with the moon pushing all the water back at us and all.

In the morning, Spence said there were foot prints from some creature that visited us during the night. But no one saw what it was. I'm sure it saw Spencer and decided to run away. We ate a quick meal while we healed up and talked about what to do. Grey, Tosha and Spence and I took the boat through the main doors to scout the best place to wait for Cappernick and Glenn (the two nice fishermen). Spence and I took the boat back to get Exalted so he could read that wierd writing while Grey and Tosha messed around with the doors of the 20' by 20' antechamber entrance. Exalted made a fuss about protecting Janice so I stayed with her (and WizAreWe and Just Vern) while he and Phineas checked out the writing on the walls. A while later Exalted comes back by himself. He starts to get upset about Janice and I try to figure out why he didn't bring the rest of the party back with him. He said that the writing on the walls are names of creatures. Through all his fussing I get bits and pieces that he doesn't want to bring Janice into the crypt. Duh! But I explain that the entrance is easier to defend than sitting in the open. grudgingly agrees and we all go into the antechamber and lock the door. Well, actually Grey locks the door then sits down and then opens it and then sits down and then locks it again and goes and sits down for a third time. Not sure why he didn't just leave it locked, but maybe he just wanted practice locking stuff. Anyways, I ask WizAreWe to see if the walls are magical, so she stands on the front steps and starts singing a catchy toon about necromantic magic and does her wizard thing. She goes and finds a spot in the antechamber and says there is no spoon, I mean no magic. Grey sticks his doll in her face but she just shakes her head no. I ask her if any of us show magic and she looks us all up and down. She doesn't answer and starts to file her nails; so I ask if Spencer shows up as magical. WizAreWe just looks at me funny and starts to file her nails again. I figure whatever she found must be a secret, so Spence and I move over to her and I stand on Spencer's back and lean over and whisper into her ear in halfling, "Why are you being such a caca girl, just tell us what you

saw." She just looks at me with a blank stare. Maybe she doesn't understand halfling, so I whisper in common, "At least tell me if SPENCER shows up as magical." Finally she said very loudly, "NO!" I'm not sure if that meant Spence doesn't show as magical or if she was still trying to be a caca girl. I figure it's probably the latter and go sit on the opposite side of the room. Everyone knows that the companion of a powerful druid is always magical. How else could he turn into a tiny statue? Humph... what does she know? She's just a wizard with a banjo.

An hour or so later, while I'm writing in my journal, I hear a horrible screeching noise. Spence and I run to the steps to see four mega mushrooms, two of which are called Violet Fungus that have roots that let them walk and tentacles that are poisonous. Grey backs the boat up next to me and asks what they are and I tell him as Spence and I get into the boat with him. The other two I couldn't figure out, but they were a lavender color and are the ones that were making the screaming noise. Phineas, Tosha and Exalted stand on the steps and pull out their weapons. I sling a rock at the closest one and it scares them all back to their corner. Convinced that we have established our dominance I return back to the room and start writing in my journal again.

So twenty-four hours of waiting for the boat to come back. Hopefully, we can get Grey drunk. Maybe WizAreWe and Exalted can get through their strange mating ritual. Janice can relax and spend some quality time with Spence. Just Vern can take the stick out for at least a little while (that looks so painful). Phineas can tell us why he tried to kill Grey. And Tosha will tell us why she didn't throw oil on the bats like she said she was going to do. Wait, maybe she did! And Exalted didn't see her do it! That's why they all blew up in a fire ball! That's it! I stop writing... I walked over to Tosha and kissed her on the cheek and said, "Good job. Well done. You saved the day."

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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