



# TO HELL ... AND BACK?

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**DUNGEONS & DRAGONS**

EXCERPTS FROM THE DIARIES OF DAGNARIS DREAMCHASER. COMPILED BY BALASAR JHARTHRAXYN FROM DOCUMENTS FOUND ON THE PLANE OF AVERNUS.







# INTRODUCTION

The tome you hold in your hands was compiled by I, Balasar Jharthraxyn, from a set of diaries found on the infernal plane of Avernus. The story of how these journals made their way to my hands could fill a book of its own. In fact, it did. See volume 14 of "*Balasar Jharthraxyn on Balasar Jharthraxyn*" by yours truly, Balathar Jharthraxyn.

Contained within are the autobiographical adventures of one Dagnaris Dreamchaser, a halfling thief of some renown, now that I, Balathar Jharthraxyn, have put my literary approval on his work.

Read the unbelievable journey that he and the band of misfits that surrounded him undertook. No one could have known the excitement and peril that was in store for them. Live the tales told in his own words. I won't spoil it, but it is quite the page-turner.

## ENTRY 1

Our intrepid band was hired to ...liberate a certain object from its current, unworthy holder. The heist went mostly according to plan, but the crew managed to pick up a warforged during the getaway.

### THE WARFORGED 5-11

The "Life" of the magical sentient construct originally designated 5-11 is interesting in its own right. What is known about this entity comes from the writings of Dagnaris and 5-11's own recordings. 5-11's writings are less narrative driven than the writings of Dagnaris. I will use 5-11's notes to illuminate the halflings brilliant storytelling wherever possible.

-- B.J.

He seemed useful enough - *if a bit too talkative most times!* - so the band of 3 became 4 as we began the journey from Waterdeep back to Baldur's Gate as hired guards for Caster Morden. He's a rug merchant who just needed some muscle for the journey, and it made a nice cover story for our escape.

The item itself is a locked puzzle box about the size of a cigar box. As we traveled, my misgivings about the box grew stronger and stronger. The damned spirits that have been stalking me seem to have a special interest in the box itself. I thought I was running FROM them, but apparently I ran straight TO them as their incessant gibbering now emanates from the box itself. They want out. They demand release from the box day and night, but I've resisted so far. That busy-body Sappy Cogsworth tried to snatch the box one night, but my precautions payed dividends and he failed. I expect he won't give up so easily though. His curiosity about the box is almost as strong as my dread.

I have included my own notes for the edification of the reader.

### ORIGINAL PARTY

These Journals begin with Dagnaris already working in a group.

- **Dagnaris Dreamchaser** - A Halfling Thief
- **Sappi Cogsworth** - A Gnome Artificer
- **Zoey** - An Elven Archer

What led to this and what his life was like prior to these escapades is a matter of much debate among literary scholars. It is something that I, Balasar Jharthraxyn, will continue to study.

-- B.J.

As we approached Baldur's Gate, the stream of travelers, most looking like shell-shocked refugees became more dense. We managed to get a little information out of them, although it didn't make much sense. It was just some nonsense about Elturel being gone. Not sacked or burned, but simply gone. Now THAT'S a heist story I'd like to hear!

### THE STEALING OF ELTUREL

There is some dispute among sages over whether the Fall of Elturel actually occurred or if it is just a mythical story from Faerun's distant past.

-- B.J.

The journey to Baldur's Gate itself was uneventful, but once we neared the gates and were stymied by the flow of travelers, Sappy got us involved in a fight with some hucksters taking advantage of desperate refugees. It worked out in the end as we were able to retrieve the statuette the old couple lost as well as a few gold pieces for our trouble. It turned out to be a fortuitous event though. The old man's son is a guard in the Flaming Fist, named Sebastian Smith. He said to look him up if we ever need a hand. Having an "in" with the guards is never a bad idea.

Now the only problem is we are about to enter the city and the rest of the band still wants to turn the box over to the buyer. After what the spirits did to those poor bastards the first time they got what they wanted, I can't imagine what would happen if the buyer opens this box.

### 5-11'S NOTES

Things Learned:

- Dagnaris has included me in his group.
- Zoey is deadly with her bow.
- Dagnaris will show mercy if the enemy has been broken.
- Sappi likes to throw a burning stick.
- Sappi said: "Old People are good."
- Sappi said: "Merchants are bad."



## ENTRY 2

So as we started to forge our way through the crowd towards the customs gate, we were assailed by - and I'm not making this up - goostergeist. There was no physical signs of geese in the area, but this crazed honker persistently badgered us through the crowd and into the customs rotunda!

The customs inspector did not find the ghost goose's regaling at all pleasant and called in the garrison mage. He discovered it was some infernal contraption of Sappi's devising (which he of course denied). Caster was fined for, well, I'm not sure exactly what, other than pissing off the inspector. Caster took part of the fine out of our pay, but Sappi was amused by his prank, so made up the difference to the rest of the party. Luckily, Caster's wife was no where around during this whole debacle, or I doubt Sappi would have survived the encounter!

With our safe return to Baldur's Gate, we were assailed from every direction with people vying for our attention. It seems our ragtag band has already begun to develop a reputation, despite our efforts to go unnoticed. The customs inspector informed us the city has been locked down and if we wanted entry, we would have to "make ourselves useful". He sent us to speak with Cpt. Zojh about some work the Flaming Fist could use a hand with <wink wink>.

On our way to meet the good captain, a messenger scamp told us our "employer" would contact us when they were ready, but to stay close until then. I STILL haven't devised a good argument for keeping the box, or even better, dumping it into the bottom of the ocean! Anyhow, once we met the Cpt, it seems the town has a problem with The Dead Three cult, but are already stretched thin maintaining any semblance of order with the crush of refugees. He generously offered 200g each if we manage to ... disappear the cult by whatever means necessary without getting sacrificed ourselves. He sent us to his local informant, Turina, after deputizing us. I don't know if I am amused, irritated, or befuddled at the twist of fate that, essentially, brought a mismatched band of thieves into the lawkeeping line of work!

### THE DEAD THREE CULT

The Dead Three refers to three gods.

Deity	Domain	Symbol
Bane	Tyranny	Upright black right hand, thumb and fingers together
Bhaal	Murder	Skull surrounded by a ring of blood droplets
Myrkul	Death	White Human Skull

-- B.J.

### QUEST

Wipe out the Dead Three Cult.

**Reward:** 200g each.

Once we got to the tavern, 5-11 used his normal subtle approach to find our informant. He very subtly, while wearing a damned badge, announced he was looking for her! Luckily, it seems a well known "secret" that her information is for purchase from most anyone with the coin. Once we found her, she informed us she's in a spot of trouble, but if we would negotiate on her behalf, she would waive her normal info fee. We reluctantly agreed. While waiting, I tried to explain "aggressive negotiation" to 5-11. I fear we are doing a less than adequate job of educating this construct. He seems absolutely determined to misinterpret every plain, simple explanation I give him! <sigh>

We did hear some interesting rumors while waiting around for Turina's business partners. It seems the Grand Duke of the Flaming Fist was in Elturel during its demise. There seems to be quite a stir about who should lead the Flaming Fist in his absence, and if that absence is temporary or permanent. Velma Vamper has shown a distinct lack of sadness at his demise and has been consolidating her power in what many expect is a grab for his seat.

Once Turina's pirates showed up, negotiations quickly turned from verbal to physical. It was almost as if it was a forgone conclusion. If they had not been so inept, I would have been quite cross with Turina for misleading us so. It turned out well in the end, as we managed to resolve the situation with only minor damage to the bar, and we liberated some jewelry from the now-retired pirate.

### TREASURE

#	Item	Value Each
2	Necklace	25g
1	Ring	125g

Turina pointed us to a public bathhouse as a known point of interest for the cult members. After what seemed like a total waste of time and effort, we managed to find the entrance to some catacombs just before giving up and leaving.

The catacombs were filled with etchings, tapestries, etc of The Dead Three, so we were fairly certain we had found the right hideout. We liberated Klem Jaso from a couple of thugs who appeared to be torturing him for fun rather than for profit. We should look him up later for a proper reward, although I think the blustering fool may have overstated his wealth and local importance by some small degree.



## TREASURE

#	Item	Value Each
4	Spellbooks	???
1	Silvered Flail	???
1	Glass Orb	???

We haven't found anyone that seems to be in charge yet though, so I guess we shall have to blunder on until the right thug presents himself for dispatching!

## 5-11'S NOTES

### Things Learned:

- Dagnaris said: "Gooses are not worth it."
- I was made a deputy of the Flaming Fist.
- Dagnaris said: "Negotiation is a loose term. It starts with words and can end in violence."
- Sappi's electric stick is dangerous.
- At the bathhouse, Dagnaris told me. "No Badge! Don't talk!"
- We missed a lot of attacks in the catacomb.
- Fire! A room of fire. Will not go back!







# APPENDIX A: QUESTS

## ALL QUESTS

Quest	Giver	Promised Reward	Status
Wipe Out the Dead Three Cult	Captain Zojh	200g Each	In Progress

# APPENDIX B: TREASURE

## ALL TREASURE FOUND

#	Item	Value Each	Status/Location
1	Glass Orb	???	Dagnaris
2	Necklace	25g	Dagnaris
1	Puzzle Box	???	Dagnaris
1	Ring	125g	Dagnaris
1	Silvered Flail	???	Dagnaris
4	Spellbooks	???	Dagnaris

# APPENDIX C: CHARACTERS

## 5-11

A member of Dagnaris' Party. A warforged from a far away land.

## BALASAR JHARTHRAXYN

Biographer, Scholar, Adventurer and Writer. Author of this historically significant document. Daring Dragonborn. Confidant of Kings. Editor of the Royal Gazette of Who's Who in the Sword Coast.

## CAPTAIN ZOJH

A Captain in the Flaming Fist. Tasked the group with destroying the Cult of the Dead Three.

## CASTER MORDEN

A Rug Merchant that hired the group to protect his carts on the trip from Waterdeep to Balder's Gate.

## DAGNARIS DREAMCHASER

A curious halfling whose adventures inspired this tome.

## KLEM JASO

A man the group saved from torture in the catacombs below the bathhouse. Offered a reward at a later time.

## SEBASTION SMITH

A member of the flaming fist. The son of a couple that the group helped outside of Baldur's Gate.

## SAPPI COGSWORTH

A member of Dagnaris' Party. A gnome artificer from Luskan.

## TURINA

An informant at the Elfsong Tavern in Baldur's Gate. Possibly a member of a pirate group.

## VELMA VAMPER

My research has yet to turn up information on an individual with that name.

## ZOEY

A member of Dagnaris' Party. An enigmatic elven archer.



