

The Mad Thief and His little Egg Too

The setting starts with the party meeting in the “Pub of the Burning Glabrezu.” The party overhears a battered man rush in yelling, “The dragons! They are back and destroying the city!” after this, the man collapses from exhaustion and wounds but will survive if allowed to rest or is healed by a party member. If the party tries to question him, he is unable to divulge much information before becoming unconscious again. In either case, the bartender walks over to the party and informs them of the city's troubles.

The bartender, when questioned, says “Have you heard of Tragic: the Grabbering*? You know the card 'Improbable Joining'? Well, apparently a black dragon and a red dragon have joined forces to destroy the city.” Suddenly a man in green robes who appears to be a mage curses under his breath, “Damn that wish spell!” “I'm not sure why they joined forces, or why they are destroying the city.”, continues the bartender.

If questioned, the man in green robes is slightly offended at first and then willing to offer information. “What!? Have you been spying on me!? Oh...I must have been mumbling again. Oh well. Yes, I thought that the city needed a wedding. It is after all such a boring little town. Anyway, I said, 'I wish that there will be a wedding between...' and, at that moment, I noticed fumes coming from my home and yelled, 'Smoke!...FIRE!!!’” As it turns out, these were the names of a black and a red dragon that lived nearby. And, well, then this mess started some time later. I'm not sure why they are attacking the city though. They were pretty reclusive; especially after the wedding. By the way, my name is Golthozan.”

If the PCs go to Agnome, the animal trainer, they receive the following information. “Had this guy trying to sell me an odd looking dragon hatchling about three months ago. I told him that I didn't deal in dragons very often...not much demand for them here in Sigil. I also don't want no trouble from The Lady of Pain. She passed an ordinance recently stating that no dragons were allowed in the city under strict penalty of...well...I'd rather not say. I think that guy's name was Thraxas.”

The Thieves' Guild's reception desk is manned by Beldrar the sly, a Tiefling. He stands about 7' tall and weighs roughly 130 lbs. is extremely thin, has long fingers, ash colored skin, and fiery red hair. Also, it appears that light dims around him as if it were fleeing. If the PCs visit Beldrar, seems awfully helpful and says, “We can get you anything you want: boots, rings, rare animals, assassinations, whatever.” If questioned about Thraxas, he asks if the party wishes to discuss business with him. If not, then they are informed that he is out of town. Otherwise, they are told to leave their weapons in the lobby and follow Beldrar into the cellar and into a secret room. At this point, the PCs are searched thoroughly for weapons before being allowed down the stairs.

Thraxas the inbred, a thief, stole the dragon egg from Smoke and Fire in an attempt to make a profit at the animal trainer's store, a zoo, or, at the very least, a bar to serve on the menu as a last resort. Unfortunately, the dragon egg hatched before he could sell it, and he has to get rid of it quickly before The Lady of Pain takes notice, or Smoke and Fire catch up with him. In actuality, The Lady of Pain already knows about the dragon but hasn't yet done anything about it. Thraxas is hiding in the basement of the thieves' guild for the time being. When the PCs catch up to him, he uses a staff to open a portal to Pandemonium through which the party can follow.

Notes:

The mage was trying to unite two of the major economic families through marriage. Alendis Porgrat, the son of a wealthy locksmith and key maker was set to marry Milandre in the original intent of the wish. Milandre Fomgart, the daughter of a chastity belt maker, was uninterested in marriage and so Golthozan was trying to intercede.

Notes:

Thraxas was supposed to be the recurring villain, at least for the early part of the campaign and could easily be replaced by any other anti-social thief or, possibly, mage.

Golthozan is supposed to be portrayed as scatterbrained and loses track of his thoughts frequently. Hence his getting distracted in the middle of a wish, referring to Sigil as a small town, etc. He means well, but should probably not be let out into public unsupervised. Think of Elminster gone senile.

I was, obviously, playing in the Planescape setting, but this module could be set elsewhere and, as nothing has been written about what happens on the other side of the portal, it could lead to Underdark, a tower, or anywhere else instead of Pandemonium.

Very little has been altered from the original version during retyping. I fixed a couple of grammatical errors (and hopefully did not introduce more), removed the colored dialog (each characters' lines were in a different color), and changed a reference to a trademarked game to avoid suits. “Tragic: the Grabbering” used to be a real-life card game that rhymed, and “Improbable Joining” is a synonym of a card in that game.

The names Planescape, Sigil, The Lady of Pain, and Underdark are owned by Wizards of the Coast.

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