

# S.I.G.I.S.

SIGIL'S INDEPENDENT GLOBAL INFORMATION SERVICE

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Second Week of Retributus

## HARDHEAD CORPSES FOUND IN HIVE SLUMHOUSE MERCENARIES SHATTER GUILDERS RESISTANCE

**SIGIL**—The bodies of three Harmonium officers were discovered in a abandoned Hive building around peak yesterday. One of the officers was still breathing when several Harmonium factioneers found him and the others played out across the floor of the kip. Before he succumbed to his injuries, the officer gave descriptions of his attackers to his fellows who put out a warrant for their arrest. Apparently, in a routine raid of the Hive searching for the infamous (and almost mythical) Gatehouse Night Market, the Hardhead patrol stumbled upon several bashers engaging in some nefarious trade. According to the Harmonium, the patrol was immediately set upon by these dangerous cross-traders who used powerful magic items to defeat the patrol.

Harmonium spokesman Tonat Shar told SIGIS the threat these bashers posed to the innocents of Sigil could not be underestimated. "The three [Harmonium] bloods who perished were some of our finest young officers. They fought valiantly against these murdering scum and, rest assured, the Harmonium will not quit until those sods have been scragged and thrown to the justice of the Prison. Be warned: these cross-traders are extremely dangerous and armed with powerful magic. Posters with their mugs and a reward for their arrest will be scattered throughout the Great Bazaar. Any information leading to their capture will net some serious jink as well as the gratitude of the Harmonium."

Although on the surface

this seems a simple case of a Hardhead raid gone sour, sources inside the Harmonium reported that several oddities were discovered at the scene of the crimes. These included: a dead tridrone in the alley behind the building, excessive amounts of cranium rat droppings and a nearby portal. Layered upon this strangeness is chant that the Hardheads were searching for something other than the Gatehouse Night Market. In fact, squads of Hardheads had been seen scouring the Lower and Hive Wards for two full days prior to the assault on the trio of officers. Indeed, SIGIS cullers discovered a rash of complaints filed in the City Court assessing abusive behaviour by the Harmonium officers patrolling the Wards.

"Yes, we've had a number of complaints against officers by folks in the Lower Ward whose kips and cases were searched by the Harmonium," said Bureau Chief Jamis of the Ad Hoc Bureau of Courts. "Most of the complaints assess the Harmonium proffered fake warrants for the search and seizure of property in these various kips and some bashers allege the officers damaged their property in the search. The Fraternity of Order plans to assess the veracity of these claims and issue fines ordering restitution by the faction when appropriate."

Taran Gly, a dwarven metal-smith working in the Lower Ward, told SIGIS that the officers who raided his kip were almost frantic with haste. "These berks showed me a piece o' paper with some barny screed on it and said

they was gonna search my kip for Anarchist traitors I might be harborin'! I couldn't believe me ears! Then they push me aside and started rippin' me case apart, moving all the furniture and feeling up the walls with some sort of magic rod they had. I tried to tell 'em to pike it, but one of them meaty bashers just pushed me aside and told his pals to keep on working. Then, just as soon as they came, they stomped on out leaving me case an utter shambles. You can bet I filed a complaint with the Guvners!"

At this point, it is unclear just what the Harmonium were searching for and what connection it might have to the lost officers. For the moment, the Harmonium is sticking to its story and will begin a search for the perpetrators of the crime.

(sk)

## CADRE INVESTIGATION TEAM EXPANDS

**YESTERDAY AT A PUBLIC** meeting, Factol Sarin of the Harmonium told an assembled group of citizens and cullers that three days ago they assigned a new investigator to the case, a cutter known as Christopher Verdue. Although citizens were peery about assigning a new blood to the case, especially a fresh recruit who has only been in the faction a short while, Factol Sarin assured the public that "...the assignment of Special Investigator Christopher Ver-

**FAUNEL**—Mercenaries in the employ of Spireward Trading Co. struck back at the Verdant Guild today, turning a routine raid by the Guilders into a decisive defeat. Errol Greenleaf and Johnathan Forrester were among the Guilders slain as the small merc party turned both magic and steel against the raiders. When Johnathan Forrester fell, the loggers took up their axes and joined the fray, turning a simple defeat into a wild route where Guilders were hunted down by workers venting weeks of fear and frustration.

Best estimates indicate that over thirty of the Verdant Guild were written into the dead book, while only about half that number of loggers were lost.

Even more crippling to the Guilder's movement was the

loss of their leader, Errol Greenleaf.

"Now that [Greenleaf] is gone," stated William Barr, "people won't be so bold when they challenge Spireward. Oh, they may wish to, but they'll find it hard to recruit after the lashing we gave the Guilders. Some of these berks will even take this as proof that unified action is the wrong way to go, which is what they believe anyway."

The lumbermen, despite their losses, are jubilant tonight, toasting the mercenaries and swapping stories of the conflict.

"Sure I was there! Even gots meself one!" bragged Drell Delvar, a victorious logger, "When the first arrows whistled in, I thought ta meself: 'Drell, yer in fer it now, ya are!,' 'cause them mercs looked a motley bunch, but they done all right by me. The skinny old blood, and the little one with the butterfly wings, they jumped right up and let loose with blasts o' fire. Them trees, they got so hot, they blowed up! Guilders was running about with they hair an clothes all afire. They been screaming ta' eat the berks in Baator! The troll an' the tiefling, they roared by me then, swingin' away. I ain't never seen nothin' like it! He [the troll] was swinging his blade about, cuttin' through branches and men without even slowin'. Even that stumpy, walking advertisement fer the Harmonium [the dwarf Farim Copperbeard] was wading into it. When I saw 'em [the Guilders] startin' ta run, I chased em, an I done fer one, too!"

—Donald Kyng, *culler* (rm)

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The original SIGIS is in HTML format and is hosted at <http://www.mimir.net/> a site maintained by Jon Winter. The SIGIS in RTF is hosted at <http://www.geocities.com/TimesSquare/Arcade/6827/> a Hofbauer Heinz's site.

NewsChant

**PLAGUE MORT ON SLIDE AGAIN: RESIDENTS FLEE**

PLAGUE-MORT disappeared yesterday from the face of the Outlands. The duration of its absence is unknown, and it is entirely possible that this incarnation of the burg became the latest to fall onto the Plain of Infinite Portals. This time, the slide has been blamed on the activities of a bizarre chaos blood cult that had set up a camp and a shrine just outside the burg.

As is usual with gate-town disappearances, a new gate appeared near the location of the missing town. Locals camping around the new gate reported that numerous high-ups, including several powerful Hounds, fled prior to the disappearance of the burg. Also missing is a figure known as the Great Cambion, rumoured to be the offspring of a balor and a she-ogre, who was working out of a house in the "upper-class" part of the slums. Chant is that the cambion is moving his base of operations to Sigil, although a Harmonium spokesman, Measure Two Odion Cozurai, stated that there was no of-

ficial information regarding the whereabouts of this known subversive. Sources close to SIGIS have managed to learn that Guardian agents are looking for the cambion, and may have had more success than the Harmonium. It appears that he is planning to rent accommodation from Shemeshka the Marauder, although as no-one knows which buildings are owned by the King of the Cross-trade, her involvement cannot be confirmed. Guardian agent Clarion, a known opponent of the Marauder, was unavailable for comment.

As for the Arch-Lector, he has gone missing with the burg and is presumably trapped inside as Plague-Mort hangs in null-space waiting for the final shift. The blood cult have disappeared too, and chant has it that there may be elements within the burg who might attempt to prevent them from continuing their practices so that a new Plague-Mort may be created once again on the Outlands.

(ar)

**SYLVANIAN RIOT QUELLED**

AN IMPENDING RIOT was cut short today in Sylvania as troops from the Merchant's Quarter subdued the rioters with a vapour weapon. The grey-skinned troops, who call themselves the Pacificist Order, unleashed cyclones of stun gas on the crowds by the order of the Merchant's guild. The cyclones rendered the rioters unconscious and drained but otherwise left them unharmed. Most expressed nothing more than a desire to sleep afterwards.

"Its like the morning after I've drank a lot of bub," mumbled Chaldon the Short, a rioter routed from the roadway by the Order. "I don't feel like doing much of anything but sleeping off the headache."

The Merchant's guild, headed by the newly elected Master Harlan Stillwater, de-

creed that "destructive and lethal violence will no longer be tolerated within the boundaries of Sylvania" and has promised patrols by the Order to enforce this edict. The priests of the burg protested this "unseemly arrogance" on the part of the merchants and were met with flat stares and the statement:

"The Seven have already approved of a non-violent resolution to the rioting. If you wish them to deny us the ability to suppress further rioting, thereby making themselves oath-breakers, I would suggest that you take the matter up with them. Until such time, it is the decision of this council that the Order hold the peace in Sylvania to the best of their ability."

—*Marcanto Di Capella, culler*  
(rm)

*Sensate*  
Sinker  Celtic  
*Celebration!*

Follow the **Rule-of-Threes** down to the **Civic Festhall** & join the

**Celts, Sinkers and Sensates**

in a celebration of their **glorious victory** over the **Rigan Army in Tir Na Og!**

**Three full days & nights of partying will feature:**

Live Celtic music & dance, sculpture from the famed Sinker artist **Marshal Cahan** (including his masterworks

*"Endless Entropy"*

&

*"The Crumbling Spire"*

Plus the award-winning Sensate play

*"Long Live the Bacchae!"*

in which live actors roam the streets for your entertainment! (No actual Bacchae will be present at the festival.)

**The festivities will also include:**

a Celtic bard spinning first-hand tales of the conflict, a mock Rigan Invasion of the Clerk's Ward, dance troops, singers, artists,

and rum food and bub from around the Multiverse! So take a hike over to the Sensates pleasure palace for an extraordinary time and **'Feel the Entropy!'**

**Gives even a Bleaker a reason to be!**

(sk)

**CULLERS AND ARTISTS WANTED FOR S.I.G.I.S.**

MUST BE LITERATE AND ON THE CASE

WE ARE IN SEARCH FOR INTERIOR ARTISTS FOR UPCOMING, RECENT AND PREVIOUS VERSIONS  
© REMAINS WITH THE ARTIST

Applicants should contact the Editor, Scott Kelley

Editorial

KRYNN? WHERE? WHY? SO WHAT?

YOU'D BE FORGIVEN for dismissing the Prime world of Krynn as 'just another prime', another place where cutters who ask silly questions come from. If the Prime world of Krynn is known for anything at all, it is for producing the most clueless Clueless in the multiverse. By the time they get out here, your average Prime at least has some conception of how the Planes are set up and what Plane is where. The Krynnfolk, on the other hand, believe that every plane that isn't the Prime is the Abyss.

In spite of this, Krynn has been a favoured destination of merchants looking to make some jink. Until recently, that is. Current events on Krynn have made travel to and from the world a gamble in whether or not it will be there when you arrive and when you try to leave. It's a matter of considerable interest to Sigil's factions—in fact, of late the Trianyms' been awash with talk of the New Age of Krynn. Here's some of the chant...

*Cmot Divler, a Fated merchant, speaks on the strange state of Krynnish economics*

"Krynn used to be a great place to make a pile of jink. See, most places on Krynn use steel for jink, just like Acheron. If you played it right you could rake in an outrageous profits, and you wouldn't even need to peel anyone. It's all in how they value things.

"How'd it work? Well, it don't really matter, so here's the dark of it: take a regular steel longsword. Costs what, 15 jinx, right? Well, take that sword to Krynn and sell it. You'll get around 200 of their steel pieces for it, which you take and trade for real jink before you leave. Depending on the location you'll get around 2000 gold in jinx or merts. Play it right and you could be rolling in jink in one trip.

"I'd be peery about trying it right now, though. They just finished up another Power-started war, only this time they had a chaos-Power running around down there. Smashed everything up right, it did. Now the portals don't work right. Try going there and you could end up out of town permanent-like. I don't take risks that can get a body lost."

*Janos Volkerina, Independent spell-sword, on the races of Krynn*

"Forget what you've heard, basher. Don't worry about the dragons or the Death Knight or the new chant about Chaos Fiends (whatever those are). Watch out for the Kender and the Gnomes. They're really dangerous.

"Strewth. The kender, they aren't afraid of you or the Balor over there. And they're all thieves. Every last little one of 'em. They'll get ya into more trouble than a Hardhead Paladin with an attitude, and when ya get out of it they'll do it to ya again. Ain't no reasoning with 'em, either.

"Ya really gotta watch out for the gnomes there. If you're smart, you'll kill them on sight. If you're smarter, you'll never get near one ever. Whadda they do? They invent things. Useless things. Things that could work, but typically blow up or attack you. Imagine what would happen on Mechanus if the Chaosmen took over. That's the gnomes.

"I'd rather have a Hardhead Deva watchin over my shoulder, than either of those things around."

*Factor Garmi Rarnva of the Fraternity of Order, on the existence of Krynn*

"Following the event known locally on Krynn as the Second Cataclysm, Krynn no longer exists entirely within the Multiversal Structure to which we are accustomed. It is currently in the process of oscillating between the Prime Material Plane and an as yet unidentified Someplace Else. It does not yet have the energy it needs to escape the multiverse entirely. However, each period of disappearance lasts exactly 3.3 minutes longer than the previous interval, a fact which suggests that it is gaining inter-dimensional momentum. It is currently unknown just how much momentum or energy will be required to leave the multiverse permanently, but as Krynn's movement shows no signs of slowing there is every reason to hypothesise that this will occur.

"The current situation of Krynn is comparable to a reverse of the events that led to the appearance of Mystara in Prime Material Plane. Originally, Mystara was in an entirely different Multiversal Structure which bore a faint but superficial similarity to our own Multiversal Structure. At the time in question, there was no conventional way to reach Mystara. There were no natural or magically-created portals to this other Multiversal Structure (as indeed there could not be, due to the differences in natural laws between the two Structures), and it was unreachable by both Astral and Ethereal transit. Not even a Wish or a True Dweomer was powerful enough to breach the barriers between

the two Structures. Only an unusual phenomena known as a Reality Shift, which translated the individual(s) utilising them into a status in which they could survive in the new Structure, could bridge the gap. These Reality Shifts occurred naturally only under very rare circumstances, or could be created by a number of Powers acting in unison.

"For unknown reasons, possibly due to the occurrence of these Reality Shifts, Mystara began to oscillate. It would intermittently appear in our Multiversal Structure and then return to its own. As the duration of the oscillations became longer, Mystara remained for longer periods of time in our Multiversal Structure, until it acquired enough momentum to remain permanently. The same thing is occurring and will occur on Krynn, but in reverse.

"This is the reason that the portals to Krynn are functioning at irregular intervals. When Krynn is in our Multiversal Structure, the conduits 'ground out' at their original destinations. When Krynn is in its other Multi-versal Structure, the conduits have no place to go and empty into the Astral Plane. As the conduits cannot reach into this other Multiversal Structure, Planewalkers upon Krynn will find themselves stranded until such time as Krynn oscillates back into our multiverse. Each time it oscillates out may be the last, so use caution when travelling to and from Krynn."

*Factor Ambar of The Godsmen on the current difficulties of the Krynnish Powers*

"If Factor Rarnva is correct, the Powers of Krynn are in for some hard times. As we all know, a Power is sustained by the faith of his believers. Even though the Krynnish Powers no longer respond to their faithful, the Krynnfolk still believe in them. This provides the Powers with the belief they require to survive.

"However, when Krynn vanishes to this hypothetical 'Somewhere Else' it must take the populace with it. During these times, the Krynnish Powers must sustain themselves with their stored power and what they receive from the comparatively small numbers of worshippers they have on other worlds and planes. This may be likened to going from a great feast to short rations of hardtack and water. It will sustain them for a while, but eventually they will begin to starve if Krynn does not return.

"Contrary to Factor Chagr's emphatic declarations [see

Letters

To Whom it May Concern

*I think you SIGIS gods should really listen up to this here chant I've got. Right, well the other day I was taking my morning constitutional out from the Sanatorium (hey, berk, I know what you're thinking but I ain't no barmy! I just work there as a guard under Priestess Darkfleece, so you can just pike it!) when I walk by Bleakshadow's case [Bedlam's high-up man] and I notice the top third of his bloody tower is missing! Gone! Off to the Happy Hunting Grounds!*

*I peered around the area and I noticed that pieces of stone, kinda like the stone in the tower, were all over the place like they'd been blasted apart by a Baatorian fireball! "What's the dark of this?", I ask myself. Why don't you leatherheads at SIGIS have any chant on it? The sodding high-up man from THE gate-town to Pandemonium gets his case ripped a part by Powers know what and you don't even mention it in your poor excuse for a newrag?*

*[At this point, the author begins a three page rant on how leatherheaded the cutters of SIGIS must be which we decided to omit since it did not seem relevant to the story. Needless to say, we disagree with the author's assessment.—Ed.]*

*Anyways, since you berks can't find the bloody time to visit our little out-of-town burg, I decided to fish out the dark of this matter on me own. So I dropped by the tower entrance to chat up them lame excuses for guards Bleakshadow has kicking around his kip. As you can see, they were less help than a monodrone on a mission from Primus!*

*Me: So, cutters, [pointing to the tower] what's the chant on the high-up man's case?*

*Sod 1: [Looking up at the tower] No idea.*

*Sod 2: [Shrugs shoulders] Search me, berk.*

*Me: Well did either of you hear the loud "bang" when the kip blew apart?*

*Sod 1: [Pauses] Don't think so. How about you Karl?*

*Sod 2: Nope. Must've been off duty.*

*Me: [Getting pretty irate.] Well what about the other leatherheads who guard this sodding excuse for a kip you purple-pantalooned pelunias??!!*

*At this juncture, they decided that instead of answering my question they'd rather chase me around the burg trying to put me in the dead-book. Thanks to my cunning and dexterity, I managed to slip the blinds on the morons down by the Citadel. Otherwise, SIGIS'd never have this rum chant! Listen up "cutters": some serious cross-trading's going down in Bedlam and you better get yourselves down here to check it out!*

Lars Moller  
Bedlam

*[Lars is a former SIGIS culler who was placed on long-term assignment in the "windy city" several years back. SIGIS plans on sending another culler to Bedlam (on temporary assignment) very shortly in order to assess the veracity of Sir Moller's story.—Ed.] (sk)*

SIGIS issue 9], the Krynnish Powers are not dying. Not yet, at any rate. If Krynn does vanish forever before they build a sustainable base of worship elsewhere, however, they will begin to. When (and if) this occurs they will begin to degenerate into 'lower' categories of Powers (greater to intermediate to lesser to demi-) until they either 'starve', gain worshippers and/or become part of another pantheon, or are destroyed and cannibalised by stronger Powers seeking to increase their Power at the cost of another, or they die and are found one day floating in the Astral.

"There is one more option. They may continue to dwindle, sacrificing power for existence, until they are little more than disembodied voices craving and begging the worship they once commanded. I sincerely hope none of them follow this last option. For beings once so close to the

ultimate glory to degenerate in this fashion would be both degrading and heartbreaking. It would be better to choose death and begin anew."

THE FACTIDY' VIEWS  
OF KRYNN  
ATHAZ

"This place just proves what we've been saying all along: the 'Powers' ain't gods, just really powerful mortals. After all, they had a mage—Raisen, or some such—who had actually accumulated enough power to kill Takhisis, their ruling Power of Evil. He didn't, though. Lost his nerve at the last minute. We shoulda gotten hold of him, set him straight. Hey! Ain't he being held prisoner in the Abyss somewhere? Hmmm..."

*BELLEVERERS OF THE SOURCE*  
"The whole world of Krynn is on the verge of ascending from the Multiverse, and yet it returns again and again. It must be that the world as a collective is ready to as-➔

Editorial

# KRYNN? WHERE? WHY? SO WHAT?

ascend, and yet there are individuals who are not. Each time Krynn returns, it strives to be free from those individuals who hold it back from its ultimate goal. That is why the Powers of Krynn left; not because they chose to, but because they were rejected by the world itself. When this occurred, it began its attempts to ascend. Now each time the world returns, it rejects more who ain't ready to ascend. Someday, only the prepared will remain and then Krynn will no more return to the Multiverse.

"Krynn must be studied to learn what we must do to ascend, but only from afar. Let no more who are unworthy return to that world, so that it may ascend unhindered by we who are not yet ready."

**BREAK CABAL**

"Ya really think there's a point to anything? Ya really think the Powers care? Well, look at Krynn. Their Powers have all kinds of devoted followers, and what do they do? All the Powers—good, neutral, and evil—get together and decide to drop a mountain on 'em. Yep. Killed millions. Then they just up an' leave for 300-some years.

"Just when things are settling down, the Powers come back just so they can start a war. They stir things up, kill a lot more people, and leave again after trying to throw the whole sodding planet outta the multiverse. And ya think there's a point to that?"

**DOOMQUARD**

"The whole planet is disappearing? Good. One less thing to decay, and one step closer to total oblivion.

"Krynn's always been good for entropy anyway. War, intervention by the Powers, famine, all entropy in action. I'm surprised it's lasted this long."

**DIRTYDEAD**

"Those poor Krynnish sods. If I could, I would pity them. All their pain and misery, and they still cling to the delusion that it is real life. The world itself, though... it's fading in and out of existence is the final stages of its purification, and it will soon achieve True Death.

"What of the Krynnfolk when this occurs? Their stubborn refusal to admit the truth will force them to begin anew the process of understanding Death on some other world, as it is unlikely that any of them truly understand what is happening. They are losing their chance to achieve

True Death. I do not pity them."

**FATED**

"Clueless or not, you have to admire the Krynnfolk. Disasters, wars, direct intervention of their Powers, no matter what happens to them they keep on trying for their goals. They have a good, self-reliant attitude there."

**FRATERNITY OF ORDER**

"How Clueless can the Krynnfolk truly be? They represent the only Prime world I am aware of which is aware of the existence of the Rule of Threes—evident in the nature and number of their Powers—and, to an extent, the Unity of Rings (a fact which may be demonstrated by the use of their King-Priest's old temple, which caused the Powers to withdraw from Krynn, as the foundation of the Temple of Takhisis, which marked the return of the Powers to Krynn).

"Their only real failing was to fail to take advantage of this knowledge as a framework to understand Reality. Still, this may not have been their own doing. It is known by those who have studied the subject that the Krynnish Powers invoked the First Cataclysm because this King-Priest of Istar claimed equality with them. It may be that he had uncovered a law of the universe which, when properly applied, would allow a mortal to become a Power. The Powers of Krynn would then have destroyed Istar to prevent a, in their opinion, 'mere mortal' from doing so.

"A study of surviving Istaran records dating to just prior to the First Cataclysm would prove enlightening, and would present a method to test this hypothesis. Those interested in participating in this examination should inquire at the Office of Personnel Management in the City Courts."

**FREE LEAGUE**

"Heh. Try and get this straight, berk. I don't even pretend to speak for the entire 'Free League', all right? This is just me rattlin' my box about my opinion. Krynn's a good place. I've been there. The bashers what live there got their own opinions and beliefs, but they respect yours if you think different. Seems like the Factions could learn a thing or two from them, hey?"

**HARMODIUM**

"Krynn needs some enlightenment. They had the right idea at first—the Lawful, orderly peace loving types got together and fought against the forces of Evil. But then, when they were

winning, they got some barmy notion about 'Preserving the Balance' and stopped. Just stopped! If they'd really understood what was important, they could have cleaned up their entire world, and made it safe for decent folks. But they stopped.

"Maybe when we get Oerth cleaned up, we need to go there next. Get people shaped up and straightened out; teach them some discipline, and bring harmony to Krynn. So what if the planet is leaving the multiverse. Wherever it goes, they'll need us. We know what's best, after all."

**MERCYKILLERS**

"Chant is, Krynn has the right idea about justice. Justice is always served, and the punishment fits the crime. A barmy emperor tries to lead the entire planet in rebellion against the Powers, and the Powers punish the planet. A Knight betrays his oath and family, and is sentenced to relive his betrayal every night for eternity. I respect that."

**REDUCTIONARY LEAGUE**

"The Revolution has begun, and on a Prime world! They have already cast out their corrupt Powers, and struck off the chains that were put on them in the name of obedience to their 'betters'! Their rallying cry has become: 'Power to the people! We don't need the Powers! Now is the Age of Mortals! We don't need you!'

"We must take the example of the Revolutionary Heroes of Krynn. Down with the Powers! Down with the ruling elite! Power to the people!"

**SIGIL OF DEED**

"A wonderful dream, Krynn. Filled with glorious struggles against overwhelming odds, stories of heroes, and containing all the best elements of a great tragedy. Still, all dreams—even the most fascinating—must come to an end. I wonder what I will dream about next?"

**SOCIETY OF JEANATION**

"I've been to Krynn. I've experienced some of what it has to offer. I know it is there. But if the Gwuners are right, it won't be there forever. Seems a pity, for it was truly lovely—for a Prime. Still, I have experienced it, and as long as I remember those experiences it will still exist for me."

**TRADUCEMENT ORDER**

"The people of Krynn obviously think too much. Look: the more you think, the more you overrule your instincts. The more you overrule your instincts, the more you separate yourself from the multiverse. Krynn is dis-

appearing from the multiverse entirely. Sounds like they think too much to me."

**ADULTECTS**

"They had raw Chaos loose there three times: before Krynn was created, when the Greygem was unleashed, and when the Chaos-power was loose just before the Second

Cataclysm. All three times, they tried to impose order on it. No wonder they're having problems—they oppose what's normal! Sheesh!"

— or —

"Krynn? Isn't that one of those things like a really broad smile?"

(rg)

## Acanoluthon's Introductory Lectures on Chaos Theory

**Anacoluthon the Xaotician** will be repeating an updated version of the lectures he delivered to the **Hall of Speakers** on his arrival in the Cage. These acclaimed talks from the **exiled mathematician** have already boosted membership of his sect, the Xaoticians, simply by word of mouth from those who were there. By popular demand, he has uncovered his notes and has revised them for fresh presentation. Talks will also be given by **Zaromex the Artist**, **Fenris Cassre**, an expert on chaos in nature, is planning to make an appearance later in the course. Tickets are **2 sp** each, and each lecture will be given twice. The first lecture is **tomorrow at 2 AP in Xaos Kollege**, the former **Dunnikindiver's Guildhall**, and will be repeated two days hence at **5 AP in the Kollege**. This schedule of lectures will proceed on a weekly basis. Each lecture stands alone, but they build on one another over the weeks to give the listener a full understanding of this **revolutionary way of looking at the Multiverse.**

(ar)

## Stop Press

### SLAADI RAVAGE LIMBOAN BURG\$

**THOUSANDS OF HUNGRY** slaadi are ravaging the plane of Limbo, attacking settlements and travellers alike. While the race is not normally peaceful, Limboan natives say they have not observed rapaciousness like this in centuries. It appears the slaadi are gathering as much food and equipment as possible, and returning it all to the Spawning Stone.

The halfling village of Barnstable has already repelled three slaad attacks in as many days, at great cost of life to the villagers. Reports also claim that the githzerai burg of As Thou Wilt has born the

brunt of slaad aggression this past week.

Since slaadi do not require food as part of their spawning cycle, it is still a mystery as to the purpose of their actions. It has been suggested that these events are just another random cause for the frog-race to follow, but there appears to be method in their chaos to me.

In any case, the number of slaadi in the area swells daily, to at nearly six thousand at the last count, of all colours. Serious trouble is expected very soon.

— *Laxuli Phae, culler* (jw)

### CADRE INVESTIGATION HITS BLINDS AGAIN!

**JUST TODAY**, Special Investigator Christopher Verdue held a public meeting detailing what he had discovered over his first few days of investigation. "According to my research, the [explosive] devices used by the Cadre cannot be traced back to their original owners by either magical or psionic methods. This demonstrates a great deal of planning and cunning on the part of the Cadre. Apparently, the bombs are protected by some sort of non-detection spell."

When asked to list his reasons why he was chosen to be on the investigation when he was only recently recruited by the faction, he replied, "I have many years experience as an investigator on my home world of Krynn. I am proud to be allowed to continue my work under the Harmonium and I think they see the value of my skills and experience." When asked if he was, in fact, a psionist, Verdue declined all comment.

(af)