

S.I.G.I.S.

SIGIL'S INDEPENDENT GLOBAL INFORMATION SERVICE

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Price: 2 Stingers

First Week of Narciss



Slaad musing on Harmonium's latest setback

HARMONIUM HIVE PLANS HIT THE BLINDS

SIGIL—At a press conference two days ago, Harmonium spokesman, Mover Four Tonat Shar revealed plans to locate a permanent presence of the

faction in the Hive Ward. Shar told a group of stunned cullers that the Harmonium has begun refitting a decrepit Hive slum-house for eventual use as

faction offices and soldier barracks.

"Harmonium patrols have always been the main force for law and order in the disreputable Hive," Shar told the assemblage. "Now for the first time in many decades, the Harmonium will work from within the Hive itself. This new bureau, which we call the 'Encampment', will be our beachhead to an island of cross-trading scum. Knights of the post, Chaos-men and Anarchists beware! The Harmonium is ready to scrag law-breakers at all hours of peak and we won't need to run half-way round the Cage to do it."

bidder other than the basher is a high-up Heartless) our investigation also revealed that the building injunction was the pet of Gvuner factioneers and had nothing to do with the bid.

Why is there so much interest in a sodding pit of a Hive kip? Chant out of the Hive Ward says the dark of the matter centres around some facts SIGIS reported last issue about a lost Tridrone and a hidden portal near where the Hardhead officers were put in the dead-book.

"It's obvious," slurred a Slaad basher quaffing bub in a Hive tavern. "The Modrons want that portal and they're using the Gvuners to get it for 'em. The Hardheads are just spittin' screed about law and order—they just want the portal under their thumb. The Fated probably figure it's gotta be worth some serious jink if the Gvuners and the Hardheads are squabblin' over it." (This surprisingly edifying conversation came to an abrupt halt when the barkeep announced bet-taking over which faction would scrag the kip.)

A culler from the Tempus Sigilian asked where the new kip will be built. Shar replied, "The Encampment will stand on the very ground where three officers of the law were recently lost. It will serve both to honour the sacrifice of those true bloods and remind cross-traders that the Harmonium avenges its own."

However, less than a day after Shar's speech, the Hardhead proposal ran into some snags down at the City Courts. It seems that several Gvuners took exception to this plan and found some legal grounds on which to challenge the new construction. A clerk down at the Courts told SIGIS that the Harmonium may not have filed the proper paperwork in order to secure building permits at the site. "In fact," commented the clerk who wished to remain anonymous, "chant is that another buyer, a Fated basher, already made a strong bid for the property. From what I've skegged, I think the Hard-heads are going to have to dig deep to find the jink to match that cutter's offer." Although we were able to confirm the chant on the bid (if not verify the identity of the

A quick trip down to the Harmonium's new case suggested that the Hardheads weren't too willing to wait for building permits. Construction had begun in earnest and red-leathered soldiers littered the streets of the Hive around the kip keeping the riffraff at bay while carpenters and stonemasons worked their trade. "They're building a bariaur standing nearby. Whatever dark hides behind those newly thickened walls, it seems that the Harmonium, at least, is willing to risk the anger and resentment of their normally close allies to keep it to themselves.

— Maija Intwood, culler (sk)

STYX FLOOD TOUCH: BLOOD WAR BLAMED

TORCH—Threatening to engulf half the burg, the River Styx flash-flooded through Torch last week putting dozens of sods in the dead-book and causing hundreds more to lose their memories. Although the marshes surrounding the gate-town have often flooded in the past, the River Styx typically confines its meandering to the Lower Planes. Therefore, the residents were thoroughly surprised when a powerful flood of inky black Styx waters surged out of the Hinterlands.

The flood struck with little warning, according to local bashers, who said they were forced to claw their way up

pipe. The tiefer got really torqued off and stung the addle-cove with some kind o tail she had hiding in her pants. The berk started jerking and twitching and fell off into the Styx. Leatherhead should've known better than to mess with a tiefling."

The most amazing chant came from witnesses who say they spied a cutter dancing on the backs of two dead fiends floating in the river. "He was trying bloody hard to keep his balance while these bloated fiends was bobbin' up and down in the eddies," said one witness. "Can't figure out how the berk got there. Lots of bashers standing on the rooftops were cheering the sod on as he floated past them—one bubber started yelling so hard he lost his balance and fell right in the Styx!"

Most of the witnesses to this amazing story thought this basher was just trying to keep his head up, but one cutter said she actually saw him willingly jump on to the dead fiends from safety! "I swear by the her majesty, the Maiden of Pain herself, this addle-cove jumped out of a tower right on to the deaders," said Solla Becken, a priestess of Loviatar. "He must have been bubbled up on glee or something [Editor's note: see previous SIGIS for more information on the drug known as Glitterglee].

I clearly heard singing as he leapt out of the tower; he seemed to be enjoying himself."

In the aftermath of the flood, it became clear that many fiend corpses must have been available as canoes for the added to jump on. Hundreds, if not thousands, of broken Tanar'ri, Baatezu and Yugoloth bodies washed into the marsh around Torch after the Styx receded, making grotesque, driftwood sculptures that immediately began sinking into the mud. This fuelled speculation that the flood was a consequence of a particularly fierce Blood War confrontation in Gehenna (or possibly the Hinterlands).

Massive numbers of fiends perishing in the Styx may have caused the river to overflow its banks, or the sheer malignancy of the conflict may have altered the course of the river, spreading the Blood Wars evil off into the Outlands. If the cause truly proves to be aftershocks from the Blood War, Torch may be in for a lot more trouble in the near future. Chant is that the War has escalated to previously unseen levels after recent prisoner exchange went sour, and our sources say there seems little chance of the battles abating anytime soon.

— Maija Intwood, culler (sk)



Char Downes, prepared for more trouble

buildings, over rocks and even around each other to avoid getting lost. "Berks were going barmy trying to get away," said Char Downes, a long-time resident of Torch. "I saw one sod crawl right up over this tiefling hanging on to a drain

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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.

REVELATIONS OF THE RIGAN INVASION

by Tenemus Al Karak

RECENTLY, I was blessed with a little time off from my duties at the library, and I figured that it was about time to take a holiday. Being the old man that I am, you would think I'd have the sense to take a real break and relax in the forests of Elysium or enjoy a fine ale in the Dwarven Mountain with some (even older) friends. But I suppose my curiosity got the better of my sense, and before I knew it I was shelling out the jink, and the chant, for some portal keys to Tir Na Og.

Now, the Tir Na Og I remember was a land of rolling green pastures, ancient stone circles, kind-hearted petitioners and glorious Powers beyond compare. I was truly looking forward to the trip, and I had almost forgotten about the recent devastation suffered by the Celts at the hands of the Rigans. (Besides, surely the stalwart Celts have rebuilt their cases and regained their livelihoods by now!)

Therefore, I was entirely unprepared for what I witnessed upon stepping out the portal into Tir Na Og. After arrival, I just stood staring ahead, open-mouthed with shock and dismay, my eyes filling with tears at what I saw. Destruction, filth and death were ubiquitous! Villages were in ruins, and bodies of Rigans and Celts alike lay in huge fly-infested piles everywhere I looked. Whole swathes of forest parted open like gaping black scars on the earth and funeral pyres burned away (all day and night as it turned out). The air was a soot filled smog reminiscent of Sigil on a bad day.

My shock lasted well into the first night of my visit, but I managed to recover enough to find my favourite kip, The Golden Ram, in Delany [Editor's note: a burg in Tir Na Og]. Derek, the owner and a long-time friend of mine, pulled out a cask of fine stout that managed to survive the Rigans, and we had a long chat about what happened.

Derek dropped me the chant on battle heroes and lost locals and we even debated the dark purpose of the fiends visit. All this and more we passed before us, but it was precisely what we didn't discuss that I dwelled upon late into the night.

All through the conversation with my friend, a little voice whispered incessantly, one question: "Where were the Powers?" Where were they during the invasion of Tir Na Og and the destruction of their realm and petitioners? How could they let this happen? I suppose one of the Lost might have a ready answer for me, but I wanted to go beyond faction scree to the real crux of the matter. The Celtic Powers had made a decision not to interfere while their lands were put to the flame and I wanted to know why.

Mind you, invasions of Tir Na Og are not a new thing. Many a time has a fiend patrol made an incursion and been beaten back. But never has a Blood War army forced the Celts to pay the music so loudly. Even the aloof Egyptian Power Thoth protected his realm better than The Dag-hda! How could this be?

Over the next two days, I discovered that none of these Outland bashers wished to talk of their Powers, not even the priests! As soon as I mentioned Oghma's name or The Dag-hda, whomever I happened to be speaking with would just change the subject. At this point the little voice in my head (sound like a sodding Bleaker don't I?) started to ask quite another question, one for which I had no immediate answer: What could be so bloody important that the Celtic Powers would sacrifice so many of their believers and so much of their realm for?

Since I wasn't getting any answers from the Celts, I went to the next best source of information on the battle: the culler Maija Intwood who dropped chant of the battles on the pages of SIGIS I had to travel back to the Cage to

track her down, but I am very glad I bothered because the chant Intwood slipped me helped put the pieces of this puzzle together. Cornering her in Fortune's Wheel, I asked if there was anything particularly odd in the behaviour of the Baatezu that led the army against Tir Na Og. After pondering the question for a minute or two, Intwood said, "Come to think of it Tenemus, I do remember scratching my head over one strange fact I learned of the invasion. Every basher I interviewed told me they'd brawled mostly with goblins, Rigan mercs or other creatures from Acheron itself. Rarely did I hear of actual toe-to-toe battles with Baatezu.

"Except, that is, for the one dramatic encounter I reported in SIGIS where a group of high-up fiends took their attitude to a decrepit looking circle of stones. They were met in force by the Sinkers under Alles Jehaad and many were put in the dead-book, but I had to wonder why the Baatezu were so intent on this region since it did not seem to hold any particular strategic importance."

I asked Intwood if she could lead me back to this particular circle so that I might try and ascertain the dark of the Baatezu's plan. She readily agreed to the task, being as curious about this situation as I, and brought with her a most important journal—that of her lost brother Daaras Intwood. (Some of you following the story of the Rigan invasion may have skerged Daaras Intwood's name as the culler following the Rigans through Thoth's realm who was put in the dead-book.)

Daaras Intwood was famous for his reporting of the Blood War, which he managed for decades, and he took far more notes on his travels than ever were printed in the pages of SIGIS or the other Blood War rags he wrote for. Maija figured (correctly it turned out) that these may come in handy. Armed with his notes,

and a bit of divining magic, we set off to uncover the dark of the Rigan invasion.

The stone circle proved to lie not far from the burg of Delany, only a half-day hike. There was nothing really special about the circle itself except that it was clearly very ancient. The once enormous rocks had been shrivelled down to boulders, and many had fallen apart or cracked. But that, in of itself, was curious—most of the stone circles used in ceremonies still stand upright and tall and serve as shrines to many of the Powers. (As I said, this was curious, but not unique, because other circles in Tir Na Og are old and little used.)

Although the stones were old, there was enough left of them to uncover an extraordinary connection: according to the journal of Daaras Intwood, these stones were in exactly the same configuration as the Stones of Draetilus, one of the most famous and contested sites of the Blood War! These Stones, located in Carceri, act as portals to strategic points around the Multiverse and would be quite some prize for the combatants of the Blood War.

Now the dark was finally coming to the light. In the last known battle at the Stones of Draetilus, a group of Tanar'ri slipped the blinds on the Baatezu and used the Stones for their own nefarious purpose. The Baatezu never were able to take the Stones for themselves afterwards. Thus, it seems that the Baatezu needed another means to discover the purpose of the stones and what the Tanar'ri might have used them for. Here, in Tir Na Og, they had a mirror image of these stones with not a lot of Tanar'ri in the way.

Is there some direct connection between these stones and those in Draetilus? My limited knowledge of the arcane arts wasn't able to answer this question fully, but I did detect the faintest trace of magical energy and the hint of a portal nearby. This leads me

to suspect that there may indeed be connections between the circles, either directly or from an ancient time. Perhaps the stones in Draetilus were once in Tir Na Og and some cross-trading Power lifted them to Carceri. Or perhaps they were made to duplicate the Tir Na Og stones, and in that way used to siphon off the energy of those stones. They may have even provided a Power the means to escape the infernal prison of Carceri.

Now we know the dark of the fiends purpose, but we still haven't an answer for the Celtic Powers neglect of their realms and petitioners. What did they hope to gain after losing so many of their believers and some of their faith as well? The heart of this dark I believe also lies with the Stones. I suggest that these stones were scragged right under the noses of the Celtic Powers (or a Power, most likely the Dag-hda). Some cutter (probably a Power) slipped the blinds on the stone's maker and bobbed them off to Carceri taking a most valuable prize. By the time the Celts tumbled to the dark, the new circle was cut off from Tir Na Og and likely had already been utilised for escape. (I also suspect that the fugitive was originally imprisoned by the Celts themselves...)

My guess is that the Celtic Powers want this circle back under their thumb, and they needed the sacrifice of a few fiends to make this happen. (How they used the Baatezu sacrifices, of course, is beyond my ken.) It is true that they also asked much sacrifice from their loyal believers, but this can be justified in the great cosmic struggle for precedence among the Powers and greater things may hang in the balance. Now all these bashers have to do is strike a deal with Cronus and they'll be all set!

[Editor's note: the stones are in the Titan's realm in Carceri]

(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

HARMONIUM RELEASES CADRE REPORT

SIGIL—In an uncommonly forthcoming move, the Harmonium today released detailed reports of their ongoing investigation into the mystery

of the Cadre. Christopher Verdue, chief investigating officer in the case, gave this statement:

"While I realise that this is not normal Harmonium procedure, my office has decided to break with tradition to let the people of Sigil know that

we are still on the job. Indeed, we have managed to make some fairly astounding breakthroughs in this landmark case, and in light of the general

mismanagement perpetrated by Measure Three Havrm Ghex, I felt it best that we clear the air on this investigation."

OFFICIAL HARMONIUM INVESTIGATION REPORT

Security: For Release—Public
Submitted: Christopher Verdue, Chief Investigator
Approved: Office of Tonat Shar
CASE REPORT II-1145
Perpetrator: Unknown
Faction Allegiance: Revolutionary League
Cell: The Cadre
Priority: Red Three
Warrants: Destruction of Property (20 Counts), Disruption of Public Thoroughfare (30 counts), Dissension (20 counts), Murder (15 counts), Threat to Life (50 counts), Threat to Property (60 counts), Destructive Use of Magic (3 counts), Possession of Illegal Substance (20 counts), Espionage (10 counts)
INCIDENT REPORT: Accordant 1st Week, 1st Day, 2 B.P.
Incident: Unknown assailants bomb the City Court killing 1 and injuring 10. Infant Rev. League Cell Cadre suspected (see: INTELLIGENCE REPORT II-1099).
Suspects: 3 unknown transients scragged. Questioned and held for 3 days and released.
Evidence: Unknown mechanical device in pieces. No magic detected. Complex design using mechanics and chemicals. Rogue modron design probable.
FOLLOW-UP REPORT: Accordant 2nd Week, 1st Day, Antipeak
Incident: Investigating officer Havrm Ghex discovered pieces of a second device, which may have detonated the bomb. Pieces are analysed, but are of indeterminable use.
INCIDENT REPORT: Accordant 4th Week, 1st Day, Peak
Incident: Unknown assailants attack City Court for a second time, evading a battalion of S.O. [Editor's note: S.O. stands for "Special Operations"] officers. Two separate devices detonated on opposite sides of an exterior courtyard (see ATTACHMENT I: 1145). One of the devices was incendiary, the second was shrapnel based. One Harmonium officer was killed (see REPORT II-1149) 20 persons were injured. A third incendiary device which was un-detonated was recovered.
Suspects: None

Evidence: Pieces of both devices match the original attack. The un-detonated device was examined and it was determined not to be of Modron origin. The skill with which the device was constructed did not match known Modron methods.
Notes: Havrm Ghex assigned Special Investigator to CASE II-1145 (See: PERSONNEL REPORT: 1098-1025)
INCIDENT REPORT: Accordant 4th Week, 4th Day, 6 A.P.
Incident: Sigil-based newspaper publisher, SIGILS, (See INTELLIGENCE FILE: 19996-0005) publishes correspondence received from those claiming to be the Cadre. Culler Zeines Pauch (See INTELLIGENCE FILE: 18888-00055) reports recovering the letter from contacts he declines to name.
Analysis: Indicative language and style points to a non-Sigil origin, possibly, the author was from the Outlands or the Prime. Threat of a spider attack, being researched, at this time.
INCIDENT REPORT: Retributus 1st week, 3rd Day, 6 B.P.
Incident: Business man, Bezen Joloc Hempstock (See INTELLIGENCE FILE: 18888-00015) killed by Cadre. Body was decapitated and limbs were cut off with serrated blade. Body parts were attached to a machine shaped like a spider. Magical energies were detected around the machine.
Suspects: None
Witnesses: Haim Hunt, local tradesman, reported hearing the machine chant the phrase: Theft no more. (See WITNESS STATEMENT: II-1145-99909NE)
Evidence: Spider machine was of both mechanical and magical origin. Design and function are dissimilar to the explosive devices previously recovered. Machine is still under analysis at this time.
Addendum: Explosive device similar to the incendiary devices previously recovered found in the inner workings of the spider machine. Analysis indicates that the device was constructed by the same person as previous devices recovered.

INVESTIGATION REPORT: Retributus 2nd week, 2nd Day, 2 B.P.
Incident: Recruit Christopher Verdue (see PERSONNEL REPORT: 1000-9924) assigned to assist Measure Three Havrm Ghex in investigation.
INVESTIGATION REPORT: Retributus 3rd Week, 1st Day, 2 B.P.
Incident: Measure Three Havrm Ghex reassigned from CASE: II-1145 to CASE: III-1000. (See INTERNAL AFFAIRS REPORT: II-1145-IAR)
INCIDENT REPORT: Retributus 3rd Week, 6th Day, 6 A.P.
Incident: Measure Three Havrm Ghex has not reported in four days. Team dispatched to investigate his whereabouts. Last seen in Hive Ward questioning contacts in CASE: II-1145.
INCIDENT REPORT: Retributus 3rd Week, 7th Day, 9 B.P.
Incident: Square Bar (See LOCALE REPORTS: 7718, 7710, 10999) destroyed by second machine attack from the Cadre. Machine (See INCIDENT ATTACHMENT: II-1145-R3X09IA) exploded on impact. 20 persons killed, 2 factors of the Fraternity of Order killed. 40 persons injured. Suspected Rev. League members in attendance (See INTELLIGENCE FILES: 99999-000030, -000033, -000045, -000099).
Witnesses: Qaz, Stone Prince, (See WITNESS STATEMENT: II-1145-R3X09WR)
Suspects: (See SUSPECT REPORT: II-1145-R3X09SR)
Evidence: Majority of machine was recovered. Analysis indicates that the machine was manned by a humanoid creature of small size. Design similar to that of spider machine. Clockwork magerly has been suspected (See SUSPECT PROFILE: II-1145-SP5) as magical energies were detected and believed to power the vehicle. Possible that a clockwork mage and accomplice are the perpetrators.
Addendum: Rev. League contacts have come forward with identity and location of Cadre operations and safe houses. Patrols have been mobilised.
Addendum: Leads followed up on, additional evidence recovered. (See EVIDENCE REPORT: II-1145-R3XER).
 (pw)

SLAAD EGG INCITES BAZAAR RIOT



Artist's Impression of Bram Bloodheart

SIGIL—A riot broke out in the Great Bazaar today when Bram Bloodheart, a Doomguard high-up, started wading through the crowd angrily swinging an axe handle and cracking skulls. Bloodheart apparently became enraged when a fist-sized slaad egg sailed out of the crowd and struck him in the chest. In his frenzy to right that offence, Bloodheart injured approximately 25 bystanders with the axe handle, scragged from the nearby Arborean Imports booth, including Lord Peltar von Turmstadt, a prominent Senator visiting from Ribcage. Lord Peltar was actually pulled from his litter, and suffered a severe blow to his face as well as a broken leg before his minders fended off Bloodheart.

The riot that followed Bloodheart's attacks spread quickly throughout the Bazaar, killing at least 15 and injuring hundreds. Soon afterwards, Harmonium patrols poured in and scragged everyone within reach. But the Hardheads actions served only to further anger the already furious Indep merchants, who then threw stones, and whatever else they could get their hands, on at the Hardhead patrols. "That ain't no way for a berk to treat a chicken, even if he is piked off," said Haris Laslough, owner of Laslough's Luscious Livestock. Laslough reported that one addle-coved berk bobbed a fine hen out of his stalls, and started smacking an officer about the head with the poor creature.

The barrage eventually forced the Harmonium to retreat, but not before they scragged several dozen rioters, including Bloodheart. A witness to Bloodheart's arrest, who requested his name be withheld, reported that the Sinker repeatedly screamed, "Never pike me off, you sodding berks, or I'll put you in the dead-book!"
 "They was beatin' him like he was a deva walkin' in on a party at the Styx Oarsman," said the witness. Other anonymous sources claimed that the Harmonium also used the riots as an excuse to specifically target members of the Free League for arrest. These allegations were roundly denied by the Harmonium who said they only scragged knights of the post participating in the riot.

Eventually, the riot dissipated, but not before heavy losses were sustained by many of the merchants. Many booths were heavily damaged, and others were nicked by opportunistic cross-traders. "I been peeled for all me stock, with nary a green to show for it," exclaimed Marcus Brundle, of Brundle's Beaded Baubles, one of the businesses hardest hit during the chaos. Brundle and other Bazaar merchants hope the Fraternity of Order will be on their side when they try to recover lost jink directly from the Armoury. They plan to argue that the Doomguard faction fosters beliefs that lead to the riot in the Bazaar, and they should be held financially responsible for the damage that it caused.

—Malachaius von der Morgenstern, culler (sc)

Letters

TAKE A BREAK FROM THE RING

Has the infinite "majesty of the planes" got you stressed?
Silverahm Verlikot's Bilyard Parlour may be just the place for you to unwind. We specialise in the **entertainment** needs of a civilised Prime man. **Bilyards, pool, snooker, cards and more!**
 We import your **favourite ales and spirits**, too! Drop by in the **Clerk's Ward**, near the **Civic Feshhall**.

(Fully Licenced by the Harmonium)

(db)

NewsChant

SLAAD CAUSE CHAOS IN XAOS

XOAS—The slaad masses have suddenly moved! Readers following the situation in Limbo several weeks ago must doubtless have been wondering what the growing number of slaadi at their Holy Spawning Stone have been doing. It appears we are one step closer to finding out their dark, for earlier this week the now nine-thousand strong army of slaad began to swove [Editor's note: "Swoving" is the primary mode of transport on Limbo, a cross between swimming and walking] in a disorganised bunch away from the Stone. Shortly afterwards the whole gaggle simply disappeared into the swirling soup, which appeared far more chaotic than usual.

Their trail reappeared in the Outland gate-town of asoX, when all nine-thousand slaadi emerged from the burg's randomly shifting portal. The process took the best part of a day, during which time the portal shifted several hundred times, liberally spreading slaadi across the burg and throughout the countryside surrounding it. In fact, at some point in the afternoon the entire burg vanished from the Outlands, presumably sliding into Limbo as the concentration of chaos grew too much for the Outlands to keep a grip on the burg. oXas

was dragged back by a horde of slaadi, apparently using ropes made from razorvine.

Eyewitness zoBvrix Barley-Mac later told me: "Them slaadis, they were hammering in bolts of chaos-stuff through the burg and into the ground. Once they did that the buildings stopped their shriekin' and quietened down, almost like they were happy to stay in the Outlands."

The slaad army ravaged the burg for supplies, and the soXan locals were only saved from starvation by a fortuitous hailstorm of cabbages which blew in through the portal. As abruptly as they had appeared (ie. not very), the slaadi dispersed, in a disorderly line formation, heading towards Glorium. Well, most of them; several hundred apparently changed their minds, and doubled back, towards Bedlam, and a group of three greens consulted an ethroscope they had acquired in aXos before making a beeline for the Spire.

Curiously, many of the creatures appear to be carrying bulging sacks, containing an unknown cargo. This culler, for one, was not particularly eager to question the slaadi close up, so does not know what they might contain.

—Laxuli Phae, culler (jw)

Lost Yet Found

Tired of all the petty holy wars between the powers?

Feeling left out by those "omnipotent" Gods who don't seem to have all the answers for you, or even **the time to listen?**

Want to spend your life in pursuit of the Real Truth, the Great Beyond?

Then come visit the **Shattered Temple** and open your mind to a new realm of possibilities. We have the Faction for you. **The Athar!**

(bm)

Esteemed Dach Tchlorem,

Despite your skepticism on my assertions that we were undecided as to which side of the fight we would join, let me give you one word of advice: Get Your Head out of Your Flabby Rear End, you worthless Sensate, and pay attention, because this is the only time I will repeat myself for the benefit of someone who evidently wants to experience Entropy firsthand.

The views of our faction members on the rate at which entropy is coming are generally well known. There is actually a relatively small proportion of those that would see Entropy slowed, and their influence is relatively limited because of their small numbers. Also, you seem to ignore the fact that the Modron/March is still some way off, and its only connection to this little Celtic drama is that this battle happened to provide field training for our soldiers.

Next, just because Cromlich is a Tanar'ri, does not mean we don't have Baatezu in our ranks. Moreover, Cromlich himself has to initiate them! Your point as to his influence over the decision is quite moot because, despite his fiendish nature, Cromlich's loyalty to Factol Pentar is unswerving. Foremost dedication to the forces of destruction is imperative to becoming a high-up in the Doomguard.

I would now like to return to Factol Pentar's reasoning for siding with the Celts: this battle was basic field practice, and our armies needed to face a task to which they were equal. Oh I recall correctly, the Rigan forces outnumbered the defenders, yet we still managed to fill volumes of dead-books with their names. And who, may I ask, did all the work?

Even by your elated Guardianship commander's report, the Sinkers were the ones that went with not just ferocity, but also skill far superior to anything you pathetic Sensates could muster. You talk about all these experiences you claim to have gained at the battle, but the only experience I think you really discovered was the thrill of being on the right end of the blade while your opponent looked in your eyes with a mixture of hate and pleading as their life-force faded into that reservoir of inaccessible energy.

Your reasons for writing your own letter are much too obvious: as a Commander in the Lady's Guardianship, your envy has got the better of you regarding our skill in combat. Your sense of the pleasure at the thought that Cromlich may have turned our meeting into a bloodbath is perhaps understandable, but I must ask.

On closing, I would like to mention that there was little we learned from the minor skirmish out on the Outlands, other than our tacticians are slightly weak on the defensive, our warriors and mages combine their skills well together in battle, and that the next leatherhead to mention the Society of Sensation to Factol Pentar is going to have the pleasure of being personally executed by our glorious leader.

May you find Entropy,
 Sir Twist

(db)

Stop Press

HARMONIUM HIVE PLADS HAVRM GEX HIT THE BLINDS FOUND DEAD IN HIVE

LATE BREAKING NEWS—At least one of the bashers accused in the murder of the Hive soldiers has been exonerated by the Harmonium. The Harmonium say they made a mistake when they fingered a Mercykiller by the name of Kamene, and all searches

and rewards leading to the scragging of this individual have been retracted. However, the other two cross-traders implicated are still giving the law the laugh, and the Harmonium still requests any information leading to their capture. (sk)

RIOT AFTERMATH

IN A SHOCKING development in the wake of the Great Bazaar riot, the bodies of the six Harmonium officers assigned to escort Bram Bloodheart, the Doomguard who started the riot, were found hanging from the outer wall of the Palace of the Jester shortly after antipeak. Mutilated almost beyond recognition, the bodies were facing the City Barracks with their mouths drawn back in hideous grins.

Bram Bloodheart was nowhere to be found. Factol Sarin, when reached for comment, responded only that these acts "would not go unpunished." Cullers sent to the Armoury to inquire as to the whereabouts of Blood-heart were met with a barrage of threats and insults. Uncharacteristically, Jeremo the Natterer, the Lady's Jester, kept his infamous bone-box shut. —Malachaius von der Morgenstern, culler (sc)

SIGIL—The body of a transient found in the middle of the street in the Hive Ward today is believed to be that of ex-Special Investigator Measure Three Havrm Ghex. The corpse had been partially immolated and is believed to have been planted in the street just moments before a Hardhead patrol happened by. There has been no official announcement as to the identity of the body since its recovery last night. Havrm Ghex was reassigned several weeks ago from the Cadre case and was being sought by the Harmonium Internal Affairs Department for questioning in an unrelated case.

—Zeines Pauch, independent culler (pw)