

# S.I.G.I.S.

SIGIL'S INDEPENDENT GLOBAL INFORMATION SERVICE

Second Week of Regula

## ANARCHIST SCRAGGED ...AFTER 50 YEARS!

## SENSTATE PARTY LEVELS HULL ROAD



**TONAT SHAR**, Officer of Public Relations for the Harmonium, told cullers at a news conference yesterday that Hardhead patrols scragged members of the original Anarchist cell of the infamous Omar. Put in the dead-book fifty years ago by the Red Death for the crime of espionage, Omar made himself famous as a mole who slipped the blinds on the Harmonium all the way to becoming the Factol.

Shortly after Omar order-ed the Harmonium disbanded, he was scragged for acting against the rules of the organisation and subsequently executed in the Prison. Largely because of this very public embarrassment of the Harmonium, the Anarchists were

declared a "menace to the law-abiding population" of the Cage and many member of the faction went into hiding as a result.

Although Omar himself did not go unpunished, the members of his Anarchist cell, who presumably helped Omar enter the Harmonium and rise through the ranks while inside, were never scragged. But after 50 years the Harmonium has finally declared that all 9 members of the notorious cell are in custody at the Barracks and awaiting trial at the City Court.

When questioned why the Harmonium were suddenly able to get the dark on these cutters after so many years, Shar stated that several members of the Revolutionary League,

currently incarcerated in the Prison, had come forward with chant on the identity and whereabouts of their fellow Anarchists.

"We [the Harmonium] offered to lighten the sentences of these bashers with the cooperation of the Mercykillers," Shar stated. "Their prison time has been reduced and they've been awarded more privileges. In fact, several of the berks who came forward have been sent to the gate town of Fortitude to serve out their sentences under the watchful eye of those whole-some and law-abiding folk." Shar refused to give out any of the names of the informants for fear of retribution by Anarchists or Indep sympathisers.

Shar had few comments to make when asked by SIGIS if scragging Omar's cell had any connection to recent chant concerning the Bastion of Last Hope. In the past month, rumours have been circulating that the mythical hideout of the Revolutionary League, called the Bastion of Last Hope, was not so mythical after all. Moreover, the Bastion has supposedly been uncovered and reduced to a pile of ashes. Shar told SIGIS that the chant was probably "screed from Anarchists flappin' their bone-boxes" tryin' to make the Harmonium look bad.

In an attempt to uncover the chant on Omar's cell from the Revolutionary League, SIGIS interviewed a blood by the name of Fiery Polk a known symp of the Anarchists working over Cup of Freedom library in the Clerk's Ward. We asked Polk what the thoughts of the Anarchist's might be to this news of Omar's cell and how the faction members might respond.

**THE FESTIVAL** held by the Society of Sensation last week at their Civic Festhall Headquarters to usher in the New Cycle ended in tragedy and recriminations when a bubbled-up spell key merchant accidentally opened several portals to Arborea and Sylvania.

According to eyewitnesses, a mob of six dozen bacchae sniffed out the party and poured into Sigil from Out-of-Town. Apparently incensed by the Harmonium's presence at the celebration, the mob was rapidly whipped up into a blood frenzy and proceeded to demolish fifteen buildings on Hull Road, near to the Festhall.

Factor Tarony Whitewine of the Sensates told SIGIS: "It was like a scene from the battlefields of Carceri! The sodding bacchae ignored all pleas for calm and just smashed up three taverns. I'm all for a bit of a knees-up, but they just went too far. They'd have attacked the Civic Festhall too, if we hadn't fought fire with fire."

Guvner high-ups are investigating whether the combined response of the Sensate and

Harmonium was justified. Survivors reported a series of explosions as *fireballs* and *cones of cold* were used to repel the bacchae horde from the Festhall. It is unlikely any action will be taken against the mages responsible, despite angry recriminations from the priesthoods of Pan and Dionysus.

In related news, violent scuffles broke out in the Abyssal Roulette room as Zurfil, a pit fiend notorious for heavy drinking, and J'laxx, a balor in the legions of Graz'zt, played for Azzagrat and Avernus respectively. Both claimed to have won the other's home plane, but it was later revealed that both baatezu and tanar'ri were actually cheating. As their lesser companions fought tooth and claw, the two high-ups teleported away, and have not been seen since.

All baatezu approached by SIGIS cullers subsequently declined to comment upon Zurfil's erratic behaviour, or whether it is likely he will be punished by the Dark Eight for turning the fiends into a laughing stock. (jw)

# CULLERS WANTED FOR S.I.G.I.S.

MUST BE LITERATE AND ON THE CASE

Applicants should contact the Editor, Scott Kelley

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NewsChant

ANARCHIST SCRAGGED... AFTER 50 YEARS!

Polk: Such a story would be make the Anarchist's pretty sore. Omar was a real blood in the eyes of the faction, a real hero and that goes for the cutters in his cell as well. But I really doubt that this cell's been busted at all. Oh they may have scragged some Anarchists, but the original cell probably was out of touch the moment Omar was scragged. As for a response? Hard to predict, but I would watch my backside if I were a Hardhead. SIGIS: Why do you think the Harmonium would dredge this up after so many years if they hadn't scragged the cell? Polk: Lots of reasons, basher! Omar was a real embarrassment [to the Harmonium] and his cell has made that linger for fifty years. There's been lots of chant floatin' around that the Hardheads have spent a pile of jink tryin' to track down these berks and have even gone so far as to take loans from the fiends [Baatezu]. A real fiasco. Guvners have even come out publicly stating their doubts

about the ability of the Hardheads to keep order in the Cage because of it. SIGIS: Do you think there is any connection between this latest 'victory' of the Harmonium and the rumours of the destruction of the Bastion of Last Hope? Polk: The Hardheads have trouble finding their way through the Hive much less getting the dark on the supposed Bastion. But I don't doubt a connection. Rumours of the Bastion falling are probably all screed spread by the Hardheads—it's so unbelievable! Hardhead sods getting the dark on the Anarchists when a berk like Omar can ascend to factol? Ha! SIGIS: So if all of this is a load of Harmonium propaganda, what do you think the Hardheads hope to gain from it, and why now? Polk: I think it's simple really. They are trying to prove they are still masters of the Cage and no matter how long they run a law-breaker can't escape

their clutches. What they don't mention is that they have no right to oppress the citizenry of the Cage like this and that their laws, and those of Nilesia [Factol of the Mercykillers] are extremely unjust. Why now? All I can think is that they've been feeling some heat within the faction—probably all that chant of Baatezu running the Hardheads—and some high-up sod figured this'd be the way to show that the Hardheads were still as strong as ever. I would not believe a word of what Tonat Shar had to say, but I'd take home the message that the Hardheads are up to something big—watch out for you freedoms! Polk went on to say that his kip, the Cup of Freedom is looking to be shut down at any moment by the Hardheads but he said he'll fight to keep it open as long as he can. "The only reason it's still around is cause I can get stuff the Guvner's just can't find," Polk said. (sk)

RIGUS ATTACKS THOTH'S REALM

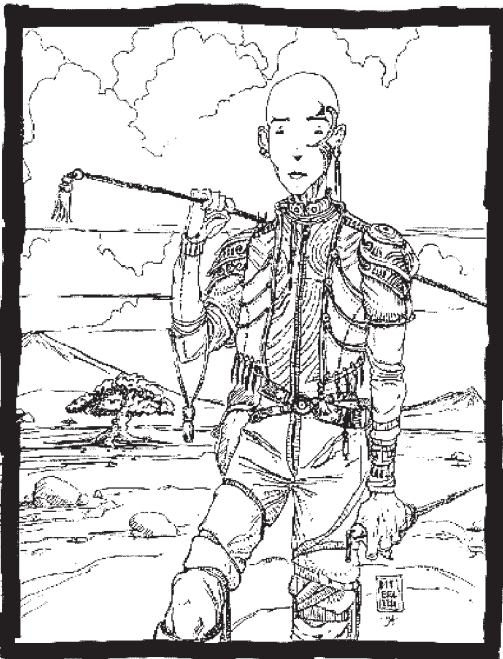
OVER THE PAST day and a half, SIGIS has received reports from the Outland burgs in the realm of Thoth of a large army marching spireward from the gate-town of Rigus. These reports describe a soldiery composed primarily of Acheron hobgoblins and Rigus freebooters who are apparently commanded by a small force of Baatezu. Sources say a Pit Fiend is calling the shots but this chant has yet to be confirmed. The estimated strength of the military force ranges between five and ten thousand seasoned warriors all of whom

are marching towards the small villages along the river Ma'at. The sudden approach of these unexpected marauders precipitated a mass exodus from many of the villages. Cutters were abandoning their cases and kips in an addled frenzied word of the battalion sent a flood of refugees streaming towards the protective walls of Thebestys. Few of the bashers SIGIS spoke with believed that all the villagers, or even the majority of them, would escape in time to safety.

"It is dry season and Ma'at is too low to afford all the vessels that are trying to flee," said Banedjedet, mayor of the river village Majtet. "Families are fleeing their homes on foot for the protection of our Lord [Thoth] leaving behind all their possessions but still they may be too late. The army is moving swiftly and marches directly into the path of the villagers. I fear that by evening my people will be overwhelmed and slaughtered."

Banedjedet had no clues as to the dark purpose of this invasion and said that his village and all the burgs on the river were caught completely off guard. "We are not a war-like people; we have few defences for such an attack. I do not understand what quarrel the town of Rigus might have with the followers of Thoth. I can only pray that blessed Thoth will spare us from this evil fate."

Thoth may have answered Banedjedet's prayers: not long after we spoke with Banedjedet, cutters in Thebestys informed SIGIS that a police force of five hundred soldiers had left the city in an attempt to protect the refugees. More amazingly, the water level in the river Ma'at leaped up by ten feet in less than three hours allowing many more vessels to give the fiends the laugh. But the situation still looks grim for the hundreds of refugees that continue towards Thebestys by foot or mounted on camels and many may be lost before morning. (sk)



Letters

The Dark of the Stones  
by Tenemus Al Karak

THE RECENT BLOOD WAR conflict at the Stones of Draefius in the swamps of Othrys has, for many reasons, proved one of the most intriguing and potentially momentous battles in the last few centuries of the war. For those readers unfamiliar with the chart on the Othrys, Othrys is one of the foulest burgs in the multiverse. It is an endless swamp filled with bottomless pools of quicksand, Prime Trials, ravenous insects and disease. However, this putrid layer in doxatrophic Coraeri holds a valuable gem the fiends find worth ripping each others' throats over: the Stones of Draefius.

The Stones of Draefius are giant boulders arranged on a hilltop much like stones seen in the Celtic lands in Tir Na Og and there is much suspicion that they were scragged from the Outlands by some treacherous Power in ancient times. Now the reason the fiends bash each other into the dead-end over these rocks is that the Stones of Draefius open gateways to various strategic locations across the Multiverse.

In the past, the superior strategy of the Baatezu allowed these bashers to hold the hill for a short time, maybe a day or two, but never long enough to utilise the portals effectively. The chaotic Tanarri, on the other hand, have never managed to take the hill - at most they have prevented the Baatezu from keeping it long. Suddenly, in the past few days, a group of half-breed Tanarri led by a blood of a succubus (so the story goes) have dipped the blinds on the pattern of centuries and taken the Stones. Not only did they take the hill, but they utilised the portals to full effectiveness letting in hordes of Tanarri apparently waiting on the other side, something the Baatezu have never done with all their legendary military strategy. How could such bloody events have happened? And why, after taking the hill with such brilliant strategy, did the Tanarri relinquish it with barely a whimper?

Some cutters, especially coming from the Doomguard, say the dark of the matter can be explained by the supposed field testing of the Ship of Chaos by the Tanarri. The chant goes that anything can happen around these powerful machines. But I think the dark of the conflict is much deeper and more treacherous than these berks suggest. Only one explanation really sheds light on this addle-cove nonsense: Powers were involved. Specifically Cronus himself, the bitter Titan of the realm, had his hand in the dealings. Cronus is known to rule the Stones of Draefius with an iron fist - any time the Baatezu have kept the hill too long, he has crushed them with a decisive blow and never allowed them to turn the portals to their needs.

Thus, it stands to reason that the only berks who managed to take the hill would have to make a deal with Cronus probably through his proxies. The Power undoubtedly knows the dark of the all the portals and where they lead and may tell all for the right garnish. Other evidence in favour of this hypothesis is that the Tanarri would have to deal with Cronus to know the locations of the portals on the other side where they could arrange for Tanarri hordes to storm the hill. But just what Tanarri might have the jink necessary for Cronus to give up this much information?

I submit that only an Abyssal Lord would have the means to barter for this kind of dark. And the only garnish Cronus would probably accept is some means by which he and the other Titans might be able to overthrow their jailers and escape the infernal prison of Coraeri. What the Lord might have offered Cronus and who the Lord is remains enigmatic, and may for a long time, but that these deals have occurred can be of little doubt. Despite what the mild Doomguard wish to think, the events at Othrys were not just a simple test of their precious Ships of Chaos but rather the beginnings of a monumental partnership between Powers.

Now I have answered the first question I posed, but what of the second? Why did the Tanarri give up their victory so soon after it was achieved? Perhaps holding the hill for even a day was too much for the chaotic fiends overwhelmed by the Baatezu and Yuggoth mercenaries. I hear that the Baatezu paid a pile of jink for their services and that they are starting to feel the weight of that debt. I caution Outland burgs to be on the watch for plundering Baatezu operate for god! Or maybe the operation was just not meant to take that long. The half-breeds' an deeds were not seen by SIGIS cutters looking for a story who showed up late, where did these mysterious berks go?

Finally, we might look to infernal treachery among the Tanarri for the answer. Abyssal lords are not always known for their strong adhesion to principle and deals. Perhaps the victorious army was betrayed by other Tanarri shortly after they got what they wanted. None of these potential answers are exclusive of one another, but shedding light on the dark of this matter may take a lot more revelations than the fiends are currently willing to give.

Tenemus Al Karak is a factor in the Fraternity of Order and the Second Librarian in the Vault of Knowledge. He is a frequent contributor to SIGIS. (sk)

Stop Press

XAOISITECT SURPRISE MARKS NEW CYCLE

THE NEW STRUCTURE begun by the Xaositects near the Hall of Records has started to take shape, and is apparently much the same as the one near the Great Foundry, now some 150 feet high, and some fear, on the verge of collapse.

It is clear that this project now involves more than the Xaosmen. Many Indebs have been sighted getting swept up in the construction frenzy, as are some members of the Revolutionary League who apparently see the project as an expression of workers' solidarity. The appearance of ever increasing numbers of Dabus near the site of the first structure

is not inspiring anyone's confidence as to how long this tower is expected to stand.

The death toll from the project has now reached eight, and there have been over twenty-five serious injuries.

Reports from the Hall of Speakers indicate that the Harmonium faction have petitioned for an injunction to render the construction of the tower illegal. This motion was narrowly overturned by the Council, who are apparently intrigued by the project.

The Xaositect representative apparently voted for the Harmonium's proposal. (ta)