

SIGIS

SIGIL'S INDEPENDENT GLOBAL INFORMATION SERVICE

Issue 8 Year 1

Fourth Week of Accordant

SINKERS - SENATES FORCE RIGAN RETREAT

OUTLANDS - After five continuous days of fierce fighting, the invading armies of Rigus retreated from Tir Na Og yesterday leaving several Celtic towns in smouldering ruins. The arrival of more than three thousand Doomguard cutters, under the command of the giantess Ales Jehaad, early in the third day of the fighting appeared to tip the scales in favour of the Celts and the Lady's Guardianship (a Senate military organisation based out of Sigil.) Together, the Senses, Sinkers and Celts loosened the Rigan's hold of the Outland burgs, Delany and Gwyllach, and put thousands of Rigans in the dead-book.

"I was pleasantly shocked at the ease of which we [the Guardianship] were able to coordinate with the Doomguard," said Dach Tchlorem a Senate commander in the Guardianship. "I trust my Factol implicitly but I was more than a little peery of allying my command with several hundred violent cutters whose beliefs are such the antithesis of my own. I thought for sure we'd be paying the music but I couldn't have been more wrong. The Sinkers were magnificent warriors - they planned exquisite strategy, executed brilliant tactics and really put the fear into the Rigans. A few of the Sinkers were a little too bloodthirsty for my liking but the faction made an enormous difference in the battle."

According to sources within the Celtic militias, Doomguard general Ales Jehaad used the natural and supernatural hazards of Tir Na Og against the Rigans to deadly effect. The Sinkers, allied with the Celts, used false retreats and ambushes to trap large numbers

of the Rigans in dead-end canyons and in front of deep caverns where they were quickly put in the dead-book.

In a masterful stroke, Jehaad herself led a charge from Westcote that caught a large Baatezu-led battalion completely off guard, throwing them to the veritable mazes. Jehaad's warriors and mages forced the Rigans down some slippery slopes into the Power Morrigan's Bloody Field where nigh-invincible petitioners ripped them to pieces. (Witnesses say the Bloody Field seemed inordinately large as if the conflict caused it to swell far beyond its usual dimensions. Some told SIGIS they felt Morrigan's field "hungered" for the slaughter but this chant may just be barmy screed.)

Although the Rigans were eventually repelled, they wreaked extraordinary devastation on several Celtic burgs. The towns of Delany and Gwyllach on the edge of Loch Finn were hit the earliest and the hardest of the lot. All of the buildings and homes in both burgs were scorched to the ground after being looted of every saleable item. The burgs of Muirthead and Donall also suffered tremendous devastation and few kips in either town stood after the fighting ceased.

Brion Corwyn, a priest of Nuada living in Gwyllach, returned only to find his case a pile of ashes. "The bloody fiends bobbed everything not bolted to the soddin' walls. When I heard the chant that the fiends were making for Delany, I sent as much of the temples valuables as I could off to Muirthead with some of the parishioners. We're pretty isolated here in the [Out-]

Lands; we don't get the chant you bloods from Sigil do so this really came as a shock to us. Within a few hours the fiends were all over us. It wasn't until this morning that I discovered what the sods had done to my kip."

[For a more detailed and personal account of the battle from a Celt's perspective, catch culler Maija Intwood's in-depth interview with Brion Corwyn brought to you exclusively by SIGIS. - Ed.]

Although the people of Tir Na Og suffered greatly from the Rigan assault, there are many signs that these hardy bashers will make a quick recovery. "This isn't the first time we've been hit by fiends and it probably won't be the last," said Kelron, Delany's chieftain. "We're a tough, leatherheaded bunch of cutters and, mark my words, we'll have our kips and cases rebuilt well before the next harvest."

- Maija Intwood, culler (sk)

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STATUTORY HARMONIUM WARNING:

We have been notified that Boomberrries can adversely affect many races - indeed, they only seem to not harm Tiefslings. Any other being ingesting a Boomberry is in danger of having it swell up in their throat (or comparable biology) and cause suffocation. This matter will be investigated further. (jaw)

SECOND ATTACK ON COURT DEVICE RECOVERED

SIGIL - Another bomb attack rocked the City Court today killing ten, including a Harmonium officer named Gullen Berkwitz. In a calculated move, the perpetrators set off explosions on both sides of the City Court's exterior courtyard. A third incendiary device detonated in the centre of the courtyard, injuring those who attempted to flee the other blasts.

Twenty were treated for burns, many severe, and wounds from shrapnel. Amazingly, a fourth device,

also believed to be incendiary, failed to go off and was recovered by the Hardheads after a through search of the premises. No word yet on what this device might yield to the investigation, but Captain Havrm Ghex had this to say:

"With the death of one of our officers, the Harmonium will redouble its efforts to find these cowards. The recovery of an intact explosive device, as well as some other lines of investigation, have given us solid evidence to support the chant that the Anarchist group

known as the Cadre is behind this incident. If any of them are reading my quote, know this: We are coming for you and there is no escape. You may flee to the deepest pits of the Abyss, and we will still scrag you. The law will be upheld, on this you can count."

Captain Ghex had no comment when asked how the Cadre managed to set the explosives while an entire battalion of Hardheads guarded the Courts.

(pw)

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SENATOR FIQUESH ASSASSINATED!!!

RIBCAGE - Senator Fiquesh was murdered late last night by a member of the Sable Star shortly after entering his private bath. The Senator had just joined his most recent mistress, Gretchen Edelburg, in the heated spa when a bolt of lightning arced down through the bath's impluvium. Senator Fiquesh and Gretchen were electrocuted instantly. Members of the deceased's bodyguard stormed the roof only to find the assassin dead from poison. Pinned beneath the body was a blank scroll and the assailant's hand clutched an empty vial of poison. He was identified as a member of the Sable Star by a tattoo of that order he had on his left shoulder.

"There really is no need for an investigation," stated Wilhelm von Erfurt, the Commander of the Baron's Secret Service. "It is quite obvious that these fanatics are attempting to eliminate the

Senatorial caste one by one, and are quite willing to die to achieve their goals. The purge ordered by Lord Paracs, though it will slow our investigation into the recent rash of missing slaves, is the only way to ensure the safety of the Senatorial families."

The purge alluded to by Commander Wilhelm is but one of the measures taken by Lord Paracs to ensure the continuity of the bloodlines of the elite families of Ribcage. In addition to ordering a "comprehensive sweep of the city" by the Blackguard for "the purpose of discovering and eliminating any members of the infamous Band of the Sable Star", Lord Paracs has graciously offered the protection of his personal fortress to a number of Senatorial heirs. The most notable of these wards is the only son of Lord Stelton von Graz, the successor to Senator Fiquesh, in whose safety Lord

Paracs has taken a special interest:

"We must work to ensure the continuity of the ruling class at all costs," Lord Paracs told Lord Stelton. "The search for the Band of the Sable Star will be successful but you must exercise patience. Until we find them, we must ensure the survival of our heirs. I have taken the liberty of ordering your son escorted to my stronghold, Lord Stelton. I think you'll agree that such an arrangement is safest for everyone, and you do have but a single heir. I assure you that with such precautions and the efforts of the Blackguard, we will bring an end to the threat, and we all want such assassination attempts to cease, do we not Lord Stelton? I know I can count on your full support and understanding in this matter."

- Gustav Torun, *culler* (rm)

VERDANT GUILD ATTACKS LOGGERS

FAUNEL - Loggers employed by Spireward Trading Co. were driven from their labours earlier today by a rain of arrows as members of the Verdant Guild struck at logging crews around Faunel. The attackers, lead by the druid Errol Greenleaf and Jonathan Forrester, fell upon surprised labourers, killing one and wounding several others.

The wounded were carried to the Dancing Bear, a local tavern converted hastily into a field hospital by its ursinal owner, William Barr. As of this time, only attacks on the loggers were confirmed, though a number of trappers are missing and presumed lost. The assaults by the "Guilder's"

are commonly believed to be reprisals for Spireward's recent culling of the forests around Faunel. Master Whytcote, Spireward's high-up, publicly offered a bounty on both Greenleaf and Forrester amounting to 3,000 jinx a head and has promised to hire guards to defend the workers. Most workers have agreed to continue logging if guards are provided, but all were clearly shaken by the encounter.

"It was awful," recalled Talen Marnek, a worker wounded in the fighting, "It was like one o' them dreams where time goes real slow, like. One second, I'm raising up me axe, the next I got's an

arrow stuck in me shoulder and I got time ta think 'they's an arrow in me shoulder' and then the pain hits. The next un gets me in the hip, and I'm down, the world twistin' crazy like, and then they's on me, kickin' me, beatin' me with me own axe. Ekart, he tried ta stop 'em, and they wrote him into the dead book. Saw him catch one in the groin I did, bloody bastards, then they done stuck him again' in the chest ta shut him up but good. His screams I be hearin' still. I want ta beat them bastards. Stick 'em with some arrows, see how they be liken' it. Master Whytcote, I hopes he done find us someone good ta do it, too."

- Donald Kyng, *culler* (rm)

Spellslingers and Swordswingers

wanted for long term employment. Cutters must be wise to the ways of surviving and fighting in **the Astral.**

Healthy jinx will be offered to cutters who're tough enough. Enquire at the **Red Lantern** in the **Lower Ward**, and ask for **Grax**, a tiefling. Clueless, githyanki and

(tr)

SIGNERS QUARANTINED AS DEATH TOLL RISES

AS ANOTHER 28 DEAD were announced today (half of them Signers in the Harmonium's custody), the Harmonium mysteriously sealed off the entire Signer faction headquarters, imprisoning as many faction members as they could find inside the walls. Nobody is being allowed inside or out - one of SIGIS' cullers (herself a member of the Sign of One) is inside, and has not been allowed to send word to us.

According to sources in the Harmonium, the high-ups

investigating the case selected several hundred factioneers to guard the Council Chambers, and specified that the least imaginative members of the faction were the first to be chosen.

The Harmonium has also called for any non-Signer wizards who know the forget spell to come forward. A flat rate of 100 jinx per day has been offered to any and all such cutters, though strangely, priests and healers offering poison neutralising services for free have been turned away. (jw)

Announcements

"NO REASON TO PANIC" SAYS FACTOL SARIN

FACTOL SARIN of the Harmonium this morning announced that there was no reason to panic over the recent spate of assassinations, and dismissed reports of the ever-increasing number of dead as exaggerated and irresponsible. "The sooner this fuss dies down, the sooner it will go

away," he said, enigmatically. The Factol also stated that "the threat to safety has been neutralised."

Factol Sarin has been heavily criticised by both the Sensates and the Xaositects in a rare joint statement as "covering the true situation with a tapestry of lies." (jw)

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

MUST BE LITERATE AND ON THE CASE

Applicants should contact the Editor, Scott Kelley

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

NewsChant

HOLY SITES DEFACED AS NEW RIOTS ERUPT

SYLVANIA - Rioting began again in the burg after a short period of relative quiet when some bashers discovered that a vandal (yet to be identified) had desecrated a shrine to the Power Labelas Enoreth. The shrine consisted of a sapling silver oak planted on holy soil which the vandals uprooted and burned. Worshippers of Arvandor responded by assaulting supplicants of the Greek pantheon throughout the city.

A statue sacred to Demeter was shattered, presumably in retribution, which only served to inflame the rioting further. Priests of both pantheons were puzzled, as the Powers seemed either unwilling or unable to

reveal the identity of the perpetrators. Some have taken the silence to indicate approval of the strife.

Today the rioting took a much more serious tone and battles are being pressed viscusly throughout the burg. Disgusted by the fighting, the Council of merchants has announced plans to patrol the streets of Sylvania and has hired a number of modrons to construct barracks and renovate an old amphitheatre. When pressed for details, guild members would only say that any efforts on their part would not "compromise the so-called peace."

- Marcanto Di Capella, culler(rm)

Obituaries

SIGIS CULLER FOUND HANGED

RIBCAGE - SIGIS correspondent Eber Willburg was found hanged today in his kip on Wheelwright St. The body, discovered by a messenger, dangled from the rafters of his small attic apartment. The Secret Service declared the incident a suicide despite the fact that the body looked severely battered. When asked to explain this discrepancy, Gunther Linz, the officer in charge of the investigation, indicated that Eber had fallen many times in his attempts to hang himself and declared that Eber was probably "deranged".

"You should have seen the number of ropes hanging from the rafters," said Linz. "Most had loops far too small to fit

over his head; perhaps no more than a wrist at best would fit through those. Only an idiot or one deranged would try to kill himself with something like that. And the floor below was battered and bloody as if he had hurled himself there repeatedly! We in the Secret Service suspected Eber was not in his right mind when he suggested that Lord Paracs, may he live long, might be 'losing his grip on the reigns of power'. Apparently, Eber did not realise he had sunk this far. Only the seriously disturbed would say such a thing, don't you think?"

I found myself agreeing heartily.

- Gustav Torun, culler (rm)

Planar Chant

LOOKING INTO THE DARK OF THE ILLITHID EMPIRE

LOOKING INTO THE DARK OF THE ILLITHID EMPIRE

Perhaps today in this phase of time you might ask, "What's the soddin big deal with all those Mind Flayer Rubes?" Other than the fact that it is in fact you that happens to be the rube, the deal is this... The Illithids have vast power at their potential, and control untold numbers of worlds through out the prime's crystal spheres. While those encountered outside their territory seem few in number and hardly enough to be a significant threat, there's one thing that remains true is that everyone of them is potentially quite dangerous. And here's one thing that will frighten you berk... The Illithids had far more power than they have in the past. Back in those time the Illithids were a huge empire, they not only controlled a huge portion of the prime, they also rules in the Astral and Ethereal planes. You see that Eladrin and Baatezu, Archon and Tanar'ri, Modron and Slaadi alike were threatened by the Illithid Empire. This very ancient empire had the power to make the residents of the planes beyond the Astral and Ethereal to be peery of them.

I'll try to attempt answering some of the questions of the mysteries left behind the Illithid Empire buried in the flow of time. Believe me, following around your githzerai friends on Rrakma hunts does not tell you much about the Illithid, and I do know what they're capable of as I've been a part of Rrakma hunts.

For this publication, I hope to possibly take another look at what past greybeards like Ronassic have done. My research has been done with the help of looking into possible past locations of Illithid cities, reading Githyanki and Githzerai historical accounts, and digging through resources pulled from the City Courts, the Hall of Records, the Anarchists Information Underground, and from Kesto Brighteyes owner of the Parted Veil.

And there is one last word before I start, I do not guarantee this chant to be any bit accurate.

JUST WHEN DID THOSE JODS HAVE THE ENTIRE?

Well its certainly a long time ago, before many prime worlds even existed. We know through that the human race did exist during the time the empire existed, as humans were often used as slaves and livestock. You see a particular bunch of human slaves rebelled under the name of one called Gith.

And it is around the time that the Githyanki and Githzerai races were formed the Illithid empire fell. The Githyanki were especially ruthless in their vengeful war against the Illithids, they certainly didn't stop when they drove the squids out of the Astral. Its said they even went into the Ethereal (not likely in my opinion) and on to the prime to exterminate them.

Now as to when the empire was created is the big mystery. Its confirmed in most cases that the Blood War was being fought when the Illithid Empire rose, so they aren't that ancient. Its often difficult to determine just what was the dominant racial empire on the prime at any given time, even today while many say human (I shudder to think of that fact), many others point to the "goblin" races being far more numerous. A source on the prime said they came in after the Reigar, Juna, and Thri-Kreen empires. But there are many objections to this. Its possible that the dark of the disappearance of the Juna was indeed due to the appearance of the squids themselves.

So how many years does that make it? I say a lot.

JUST WHAT WAS THE ENTIRE TOTALLY LIKE?

Its well known that Illithids have telepathic abilities and therefore they share their thoughts together quite often. Its said an Illithid's thought are always open in the public for all to know. Taking this into consideration they are a completely peaceful and harmonious bunch, which makes me completely sick to even think about. Of course they're not harmonious and peaceful to their slaves. They way they treat slaves is even far worse than how humans treat farm animals as the members of the Verdant Guild would say.

The Illithids are fascists, while they don't have the Baatezu's reputation for fascism they're still very cruel. Think of an empire as being one that combined a lot of the worse habits of the Harmonium and the Baatezu together, and then you'll begin to think what its like.

WHAT DID THE ENTIRE HAVE?

They had great accomplishments greater than most things, humans have done today. They lived in huge cities that were said to reach the skies of their planets. Many had specialized magically created servants to each to a job of expertise. Huge monuments and other artwork existed to

boast the strength of their empire. And they went across the prime in either a complex network of teleportation circles, and mighty ships many said to rival planets in size (don't go thinking the Nautilus class ships were the only ones they had).

They certainly ruled the prime. In the Astral one of their huge cases is what is now known as Tu'narath, the current Tu'narath is but a small fraction of the one in the past (I know, I know they're very inaccurate terms to use referring to the Astral).

THE ORIGIN OF THE ILLITHIDS?

Some chant says the Illithid were once were from a Crystal Sphere now known as the Astromundi Cluster. An ancient human civilisation fought a war against the non-humans of the world Astromundi, to get back at the humans the non humans brought curses on humans. Mutant children were born and they were thrown out of their society, eventually becoming the Illithid. Its also said the Tanar'ri were actually the ones that wiped out the remaining humans.

I find this origin to be a bunch of screed, as there is evidence that points to the Illithid being older than that. Its very possible they existed around the spheres long before that, before humans even existed. There are two theories at work here the first one is evolution, as time goes on creatures do change, they grow into something else over countless generations of breeding. While I won't provide the full details, its said that from squids and other mollusks is where the Illithids evolved from, while some other mollusks eventually evolved into fish, then amphibians, then reptiles, and then various mammals. Humans are said to have evolved from apes by the way, while orcs evolved from boars.

This goes along with the theory of parallel development which is where things in different places are the same as they are everywhere. This explains why there are humans, dogs, cats, dwarves, elves and goblins on so many prime worlds. Thus it can be said Illithids were around before, the Astromundi Incident at the most created another type of Illithid, the curses brought on those humans probably came from elsewhere, either a coincidence that follows the parallel development theory, or perhaps it was an ancient



Planar Chant

LOOKING INTO THE DARK OF THE ILLITHID EMPIRE

Illithid method of assimilating non-illithids into their own.

THE ROLE OF THEIR POWERS?

The Illithids were said to not have much of a belief in the way of the planes, they had very little in the way of gods, and only knew of the planes by discovering it. So therefore the Illithids beliefs did not have a significant effect on the planes, but the squids did have some gods though.

There were two Illithid powers, Illsenine the supreme Illithid god who is one of the most powerful and mysterious of all powers. The other is Maanzecorian, quite possibly a Illithid that ascended to godhood, its unfortunate that the god isn't around anymore.

One theory points to the fact that Illsenine was part of a extremely ghastly Baatezu experiment committed on my "people" tieflings. It's said their dead brains were all thrown into this pile, and that pile became Illsenine. And thus Illsenine either created the Illithids, or it found them and they started to revere him.

Another says that Illsenine just is, much like how many other powers are said to be.

Now here I go backing the Athar up that powers aren't all that divine. Another bit of chant I hear is that the squids wanted to make a "supreme brain," perhaps they wanted to do so to create a massive telepathic network that could span across crystal spheres, and planes. Or perhaps they needed a ruler, one that would rise above them because they saw conflicts in ambitions for the power of a particular Illithid individual.

The creation of Illsenine in this theory was said to be the greatest achievement by this ancient empire. Certainly Illsenine is said to know almost all their is to know of in the multiverse, every Illithid is also said to be a proxy of the elder brain, as it can see through every Illithid (and Cranium Rat).

Maanzecorian was an individual among the squids that rose to the rank of a power. It became a rival to Illsenine, but never approached Illsenine anywhere near the elder brain in power or influence. Its truly said that its life ended.

THE FALL OF THE ILLITHID EMPIRE?

Graybeards on the prime as clueless as they are, often attribute the fall of the empire due the Beholder race uniting after realizing the threat of the Illithids. They nearly wiped out the squids but its said by them that stopped when the hatred between the various beholder

nations divided them again.

I say its an highly unlikely cause for the fall of the Illithid empire. It can be more likely attributed to the slave uprising lead by Gith. When she rose up against the Illithids, many followed, on other countless worlds many other slaves did the same thing as Gith's followers. The Illithids depended on their slaves to do most of the labour for them, not because they were lazy as we'd like to think, but because they were said to lack the strength and endurance to do so. And when their slaves turned against them many of their masters fell to them, but many more slaves were also slain by their masters. Nevertheless without their slaves, the squids couldn't really do a sodding thing. Their cities and their empire fell apart.

Some say that the fall of the empire, was done by the combined attacks from many sides. Its probably true in some way that the beholders and the followers of Gith fought against the squids, And that the plane-borne races say an opportunity to attack. Its not that the Blood War paused between the Tanar'ri and Baatezu, but that the two races diverted some of their forces to deal with the squids. Eladrin agents are said to be responsible for some of the slave uprising, and its said that the Eladrin also helped Zertimon form his convictions against Gith who they saw eventually taking the same route that the squids were. Let's not forget the inner planes as well, they were also threatened by the Illithids as well. The genies were said to have really been responsible for the fall of the Illithids in the Ethereal plane.

Strangely enough some point their fingers at the Dhour as one of the factors in the fall of the empire. But its thought that the dhour are a relatively new race to the planes, the blobs of amorphous slime that roam the Astral and Ethereal are said to be only around for a few decades. I find the theory on the Dhour involvement to be unlikely.

THE ILLITHID TODAY

Well they certainly aren't as powerful as they were before. Their great empire has fallen, and most of their major worlds too have fallen. They live in countless numbers of prime worlds but not many of the planets they live on do they rule. Some chant says there is a few Illithid worlds have the former glories of their past.

On many worlds Illithids have been hunted down by humans, elves, goblins and

other surface dwellers. Before Illithids would usually live on the surfaces of planets, but know they have almost all been forced into the underdark of many worlds. Its said that years of living in underdark have made the Illithid uncomfortable in conditions on the surface. But other accounts say, that they were always like that, its just that the past empire was able to control the conditions on the surface to their taste. One possible world is Ssirik Akuar a place where I went with a Rrakma band, the planet's rotation has been stopped and there is one side that's eternally dark and cold, and another that's bright and hot.

But stopping a planets rotation was one of their cruder methods, its said they used forms of darkness spells and control magic to make their planets suitable.

The Illithids have gotten themselves a lot of enemies today, almost everyone hates them especially the Githzerai and Githyanki. The most common races Illithids deal with are Beholder, Drow Elves, Neogi, Aboleths, Duerger, and Derro. Another thing noted is that its said that cranium rats didn't exist during the time of the empire, but now they are spread through out the planes, especially in Sigil, in fact they may very well be more of those rats in the cage than there are people.

RELATED RACES

Well there are Illsenine's Zombies which can be found in the Caverns of Thought which is the Elder Brain's realm, they are created by sods who've actually decided to go there. Then there's the Cranium Rat vermin, which scurry along everywhere through out the whole soddin cage. The Cranium Rats do serve Illsenine, and worse yet the more of them that stick together the smarter and more powerful they become. Some worlds on the prime are said to have fallen due to plagues that Illsenine's cranium rats have brought.

Next on the list are the Eaters of Knowledge, the walking heaps of brain matter and other guts that personally seek knowledge for Illsenine. They are like celestials to the squids, something that they look up to. They go around physically absorbing the brains of sods they come across. Some advice from a blood like myself is avoid them at all costs.

Grell in some way look a little like how Illsenine looks, but they have no connection at all to Illsenine or to any of the squids. Kraken are what some rubes think are just giant

intelligent squids may in fact be wrong, but they're said to have nothing at all to do with the illithids. And then there's the Krakenuta that look awfully like illithids except they have octopus heads and they're about 80 to 100 feet tall. The similarities can't be all dismissed, as in many ways they do have the same intentions, except they act more like Tanar'ri. Perhaps they were once Illithid, or they are

just a race that evolved along them, much like giants and humans. If any of these races do have a connection to the illithids its that they evolved from the same source which are mollusks.

- from Janus Nguyen a planewalker, chivman, boomstickman and spellslinger for jink, and a part time researcher of darks.

(ju)

Stop Press

CADRE PROMISE MORE ATTACKS

JUST BEFORE press release SIGIS obtained a letter from the infant Anarchist cell known as the Cadre. This is the cell presumed responsible for two separate bombings attacks on the City Court over the last two

weeks. Though less than specific as to their future actions, the Cadre makes it clear in this (almost incomprehensible) message that they seek a unified destruction of anyone with jink:

Jink is Power

"The Cadre has but one mission: Destruction. We aim to pull down the walls that compress the torus of Sigil and turn us all into gears of an infernal machine. Those that steer the machine are the guilty bashers. No one has asked these self-proclaimed plotters to guide us into wilful destruction. We the Cadre have taken the honourable role of mutineers. Mechanical break-down is our goal. Fire is a cleanser to scour these slavers from their dens. Wherever there is jink, there is guilt and there will be the Cadre with a confessional. Know that death is the only absolution we give. We do not seek the jink of others. We seek only the destruction of power by striking at those with jink.

As of this writing, the Cadre has not identified any of its members and the investigation by the Harmonium continues. Given the rather barmy chant of this peculiar message,

however, we here at SIGIS believe that members of the Fated would do well to keep their guard up in the coming days.

(pw)

STATE OF MEMORY LOST IN CLERK WARD

REPORTS ARE EMERGING that a large number of individuals have suffered partial memory losses over the last two days. Most cutters so affected recall an encounter with a Harmonium door-to-door patrol, then remember coming to with a splitting headache. Of the missing minutes (hours?) in between, nobody has a clue.

No more deaths due to poisoning have been reported for two days. Have the Harmonium actually managed to catch the assassin? The Fraternity of Order have uniformly refused to comment on whether an individual or group has been arrested or

brought to trial. A spokesman said "The Harmonium have placed an injunction forbidding any official or unofficial comments from our faction on the situation."

It has emerged that the rumours linking the Bleak Cabal with the assassinations were spread by Anarchists. All Bleakers held by the Harmonium have been released without charge.

Fresh chant is beginning to circulate that the assassinations were initiated by the Harmonium to eliminate unsavoury elements in the Sign of One.

(jw)