

SIGIS

SIGIL'S INDEPENDENT GLOBAL INFORMATION SERVICE

ISSUE 21 YEAR 1

PRICE: 2 STINGERS

FIRST WEEK OF SAVORUS

NEWSCHANT

Doomguard and Dustmen Face-off

SIGIL (LOWER WARD)—After weeks of continuing battle, both in the streets and in the Hall of Speakers, the conflict between the Doomguard and the Dustmen came to a heated climax last night as the two once-friendly factions discovered the instigators of this series of gruesome encounters.

But first, a little background. Several weeks ago, a group of drunken Sinkers approached the Mortuary and taunted the Dustmen guards there. Apparently, these guards took great offence to this and had the three or four intruders properly decimated. This sparked outrage from the Armoury, and several groups of vigilantes on both sides went to war in the streets of the Cage. In particular, the corpses of Sinkers were left outside the Armoury each morning. Not a pretty sight. Or smell, for that matter.

This continued on until last night, when a large group of Sinkers and Dustmen faced each other down in a large avenue in the Lower Ward. The spokespersons and several other high-ups from each faction were present. At almost precisely the same instant, a call of "Charge!" emanated from both sides of the stand-off. This cry came from several members, who were later noted as those who generally led the raids on the opposing faction. These were promptly scragged

and detained by their comrades, most of them high-up factioneers.

Ely Cromlich stepped forward and accused those scragged of being subversive Anarchist agents, and together the Dead and the Doomguard marched their prisoners down to the Prison for the Red Death to deal with. Naturally, there were incidental knifings along the way, but what can you expect from two factions dedicated to death and decay?

Later, the Doomguard issued the following press release to SIGIS, with assurances that the Tempus Sigilian (aka. the Bonebox Riddler) would not be handed a copy.

"To the esteemed citizens of Sigil. The Lady Pentar would like to offer her apologies to those caught in the conflict between the Dustmen and the Doomguard.

"While this may seem out of character for one so devoted to Chaos, it is evident that the free-for all was brought about by Anarchist spies that sought to undermine a fairly stable relationship in

the tentative balance of the Cage. The Doomguard may want to bring it all down, but we will bring it down by ourselves, in our own time.—Sir Twist"

The Dustmen, true to their policy of indifference failed to comment in time for this printing.

With all the worry over the conspiracy of the Yugoloths, have we forgotten that there are other subversive agents at work? Ely Cromlich apparently had enough evidence to convince the Red Death that Anarchists had been at work in his faction, as well as within the Doomguard. The incidents with these factions, and the terror of the "Cadre", remind us that we have our own brand of 'Loths within our very own city: the Revolutionary League.

Although our burg may be free of Sinker corpses for now, who knows when something may happen again? It will take months for this wound to completely heal over, and there's no guarantee that the Sinkers and the Dead are completely reconciled. But one can always hope.

—Sco'rut Morthus, SIGIS culler (st)

EDITORIAL

SIGIS Awarded Substantial Damage from Harmonium

WHAT'S WITH THE NEW LOOK?—In the start of Savorous, the first month of the Sensate festival calendar, we at SIGIS are delighted to bring you a limited-edition gold-leaf engraved edition of our newspaper. How are we affording such extravagance? You'll remember the recent unjust banning of our esteemed organisation, I am sure. Following the unsuccessful attempt of the Harmonium to silence our voices, and the outcry of our readers at such blatantly hard-headed tactics, SIGIS has successfully won its case before the Fraternity of Order to sue the Harmonium for the wrongful arrest of many members of staff and loss of earnings (thanks, Sly Nye!)

SIGIS was awarded the costs of producing this issue of the newspaper. So it's thanks to Factol Sarin and the boys in pink who have so generously paid for gold-embossed lettering and high-

quality Arborean paper to print it on! Who says an ill wind blows no good?

We're also pleased to announce, beginning this issue, the inclusion of a brand new section entitled the "Faction Reaction". In this section, we ask all the various factions (and as many sects as we can track down) to give us their opinions on some of the most important issues of our times. We hope you will find this section as revealing and enlightening as we have.

We cannot promise to give the chant from every faction in every issue, but a solid representation is assured. And all those factions that don't respond are missing out on an excellent forum in which to express their views and beliefs. Enjoy, and let us know what you think!

Jerryla Perroli, Editor in Chief
(sk&jw)



Scragged
Doomguard Impersonator

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Slaadi Chaos Tromp Hits Blinds Again!

SIGIL—The ill-fated and much talked-about Slaadi Chaos Tromp, apparently mirroring the early Modron March around the Great Ring, took a turn for the blinds this week. As previously reported [SIGIS 20] the slaad overran the Great Bazaar, causing much chaos and killing several unlucky bystanders. While the initial horde was dispersed by Harmonium guards the following day using planar mancatchers and spells of compulsive order and calm chaos, the slaad band, numbering some 300 individuals of all colours, later regrouped in the Hive. It is suspected that some irresponsible Xaositects and Anarchists helped to gather the frog-fiends together, before showing them the location of a previously-unknown portal which led straight from the depths of the Hive to the Gvner Courthouse.

Imagine the surprise of the Eye of Justice and defendant (against charges of Disruptive Behaviour in a Court of Law) Sly Nye, when over one hundred ravenous slaad poured into the visitors' gallery through this portal. The gallery, designed for no more than thirty humanoids, groaned loudly and collapsed, squashing three Harmonium guards stationed at the back of the courtroom.

In the confusion, the Eye of Justice disintegrated several slaad, and paralysed half a dozen more with its magical abilities, The slaad fought back, destroying a priceless stained glass screen in the process, and severely weakening the supports on the Spireward corner of the building. The Eye and its attendants were quickly ushered out of the back entrance.

Somewhat perturbed by the sudden demolition of number one courtroom, the Gvner defences hit back with a time stop spell, capturing some fifteen slaad in temporal paralysis. Sensing, no doubt, the superior firepower of the Faction of law, the frog-fiends apparently saw some virtue in escape, and this they did, straight through the wall of the courtroom into the plaza outside.

The crowd of nosey onlookers and touts which had gathered rapidly fled in front of the slaadi horde, who were setting magical fires, lifting stalls telekinetically and turning invisible at will. The frog-forces were joined by another small horde of greens, and together the creatures began to attack the Courthouse with a barrage of delayed blast fireballs which could be seen from the other side of the Cage.

All looked lost for the Gvners, in fact, who were rapidly running out of ideas to tackle the seemingly endless array of strange tactics the slaadi were throwing, until a presence made itself known. Floating slightly awkwardly through the fireball barrage came the drifting form of the lady of pain, albeit slightly plumper than usual. Turpental, a tout who saw all of the events (due to him being pinned under the claw of a red slaad at the time...his injuries will heal) told me later: "You should've seen the look on the slaadi's faces when She came drifting down. It was worth my leg being crushed, anyways".

Within a couple of minutes the slaadi were running through the Lady's Ward by the hundred, knocking over several small buildings in their haste to escape the Lady's blades. As the mass of frogs

neared the limits of Sigil they showed no sign of slowing down, until the horde crashed into, and out the other side of, the famous Edge Tavern, which boasts views of the nothingness beyond Sigil's boundaries. Patrons stood back, applauded and watched the show as more than two hundred slaadi smashed through the glassteel windows and leapt into the void beyond.

After the last slaad had vanished, the "Lady of Pain" settled in the tavern, wobbled, and collapsed onto the floor. Underneath the robes patrons found two rogue modrons, chuckling amiably. To a round of applause, the modrons were given free drinks and the freedom of the Lady's Ward. One of the cutters, one Ylem, said "We

lanned cubes are well pleased to berk the sodding leathery Slaadi into jinking off the SigilCage", before being lost in the heaving crowds.

As any planewalker worth his salt knows, leaping off the edge of Sigil is a perilous venture at best. If the slaad horde is ever seen again, it could turn up on any plane in the Multiverse, at any time. A Gvner spokesperson asked SIGIS readers to look out for a couple of hundred hungry and probably embarrassed frog-fiends, and report any suspicious bands of slaadi to the Courthouse. This culler wonders whether they'll bother bringing them to trial. Knowing the Gvners, they probably will try...

—by Tromp Correspondent Laxuli Phae (jw)

NEWSCHANT

Death of a Town

OUTLANDS (TOWN OF FAIRHAVEN)—A contact of mine informed me of a possible disturbance in the town of Fairhaven about two to three days ride from Ecstasy, (this is the Outlands bashers, so remember this could be any days ride). Sensing that this disturbance was connected to my earlier investigations, I used a portal I knew going to Fairhaven. When I arrived, I found to a ghost town. No one was present, no animals, no children, nothing.

Two homes had burned to the ground from untended cooking fires. In other homes, food sat on the table uneaten. Sometime in the early evening, something or someone had arrived and taken everything living thing from the town. In an attempt to detect the intruders, I used the spell I call Shadow Secret, which I had previously used in Tell Regard's kip, but this time it revealed nothing.

I continued my quest for evidence, and arrived upon on a home a little ways out from

Fairhaven from which I heard a child's voice. I ran to the kip to only to hear the voice go silent. Once inside, I came on a child under a bed, eyes wide and frightened, but the little one (a human around six years of age) was still alive. The child reacted to my dark appearance and tried to flee, but I cast a spell that put him gently to sleep.

All the while in the house, I had noticed and unusual, and surely foul, smell. Following my senses, I cautiously crept upstairs to the attic to the source of the rotting smell. And there it was: a corpse of a human woman in her 40's lying under some blankets, perhaps the child's mother. The back of her skull was missing along with the brain. My anger burned. I gathered the child and teleported back to the portal, and left back to Sigil. I will return later for a better investigation of the town and the surrounding area. The first thing I will do is get the child some help.

—by Dark Avail (T)

STREETCHANT

Public Lavatories

SCAN THIS, CUTTERS. The public lavatories in the Cage are in a shocking state of disrepair. Drastic measures need to be implemented before more forced closings take place. Once fine edifices of open aired orifices, these squat and albeit ageing monoliths have become more a place of dangerous dungeon delving, as opposed to a place of both relief and public trust.

There have been nine closings in the lower ward alone, what with flooding, bold vermin, homeless tramps wearing a SIGIS blanket, and what have you. The privy over by the Vulgar Tongue Tavern located in the lower ward at the end of Fleet street and Moon court, have had events of a most singular and distressing nature occur. It appears that some strange spider-beast had taken up residence in the structure and preyed upon would be clients. It seems that those preyed upon were mostly "playing the nod" (glee

addicts), and some 30 bubbers remains were also found after the creature was destroyed.

In any case, we don't want to see at any time of day or night, addle-coves getting friendly with any wall or curb that suits their fancy. We can't just have our business out in the street for all to see. (The Harmonium is looking to scrag any blighters caught in the act, as per civil ordinance)

Public houses need to be maintained, as they are a part of the Cage as any other building or faction headquarters. These are places of individual retrospection. Places where one has time to contemplate his or her existence, or a quick wig-wag, while parking your ears. a place to get away from the hustle and bustle of everyday affairs and take a time out from it all. One can always find a copy or past issue of our favourite rag there as well. So go talk to your local high-ups and see what you can do to help out.

—Lanned By: Louis Forget (gd)

Taint, Hate and the Dark Eight

SIGIL (CLERK'S WARD)—The continuing investigation into the murder of a noble class Baatezu suddenly jumped, as one observer put it, from 'Bleaker to Cipher' this week as new allegations of Spiral Hal'aight's (the chief suspect's) misdeeds poured in from the Upper Planes. Just as the investigation was beginning to sputter, a whole new list of cross-trading activities emerged like runaway razorvine. Even worse for Hal'aight, his (former) defence attorney, the infamous 'Sly Nye', turned stag on him in the middle of the courtroom during sensitive negotiations. And to top it all off, a cornugon Baatezu, commissioned directly from the Dark Eight, arrived from the Iron City of Dis to direct her very own investigation. a breakdown of the news:

1. NEW ALLEGATIONS. Early in the week, the prosecutor, Ghex, introduced a string of new witnesses from the Beastlands who fingered Hal'aight in the despoiling of their ecologically pristine realm. a representative of the Tiamo (an elvish-looking people living on the Beastlands), named Hasupiwei-teri, told the presiding judge "The Eye of Justice", that her people's lands had been fouled by dwarves in the apparent service of aasimar high-ups.

In order to keep their activities secret, the dwarves had resorted to killing some of the Tiamo, as well as some of the native wildlife petitioners, which drew the attention of the local animal lords. The runoff from the mines also seems to have leeches into the river Oceanus causing

major difficulties and killing water-dwellers. On one particular occasion, twelve Delphons washed up dead on the shores of the Tiamo village, their gills encrusted with a silvery metal. Hasupiwei-teri actually presented a piece of the gill to the Eye as evidence. It was removed for alchemical inspection which revealed the silver to be a precious, magically-tuned metal known as 'Genth'. Weapons made from this extremely rare ore have been popular for some time among the Baatezu in their war against the Tanar'ri, a fact that casts even further doubt on Hal'aight's motives in dealing with the Pit Fiend who was dead-booked in his kip.

2. SLY NYE TURNS STAG. If things weren't bad enough for Hal'aight, during the cross-examination of the Tiamo representative his attorney, Nye, turned stag. Nye began with his usual bag of tricks and babble talk, and all seemed 'normal'. Then, in the middle of the examination, Nye stopped babbling screed and showed the witness a sketch of a male humanoid, asking her if she had ever seen this berk. I managed to scrag a copy of the sketch:

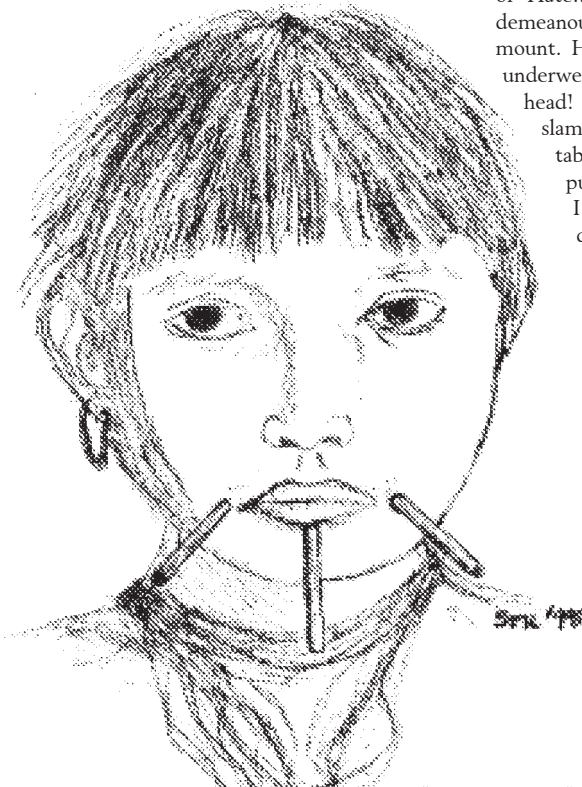
The Tiamo woman said she had seen this basher in the hills outside the village. That was when the trial went all barmy. Nye proceeded to levitate slowly off the floor shouting, "Yes, as fish are foul and orange shoes have a great body etc... I too have seen Hal'aight in the company of this sod!!! He trades, he deals, he kills and steals! Cross-trader, cross-trader, Spiral of Hate, Spiral of Hate!!" As this happened, Hal'aight's calm demeanour broke like the crust on Gehenna's first mount. He raged, his face bright as a Sensate's underwear, and shouted, "Get out you leather-head! You sod! You're fired! Fired!!!" and slammed his fist down repeatedly on the table. Nye was quickly subdued by the Eye, put on probation (he's been there before I hear) and was sent packing. But the damage had already been done.



Humanoid (Aasimar?) sketch

3. ENTER THE EIGHT. After the courtroom fiasco, the strangest thing of all occurred, and what it bodes for Spiral Hal'aight or this case is entirely unclear. In the aftermath of the chaos caused by Nye, a cornugon Baatezu calling herself "Gehlyon" walked into the halls of the courts and requested an investigator's license on behalf of the Dark Eight. She also asked for access to Hal'aight's mansion where the murder occurred so that she could begin her own investigation. Apparently, her credentials were verifiable through the Embassy of the Eight, and she was given free license to pursue the hidden goals of her high-ups. Gehlyon politely ignored my questions as she left the courthouse, so I wasn't able to get the chant from her directly. But rest assured, dear reader, that Daemon Chaas will stick to this like a vaath to a skull!

—Daemon Chaas, culler (sk)



"Hasupiwei-teri"

These same aasimar matched the description of humanoids seen in the company of Hal'aight in Tradegate. (Hal'aight denied them being anything more than bubbling buddies.)

THE KING'S DINNER

Still the top rated dinner in the Lady's Ward. For those with exquisite taste's, reserve your table today.

This week's menu:

Taste of Toril's Sands—Yellow veil, the finest steak from a young wyrm from the great desert of Toril, marinated in fine Bytopian wine, served with Arborean vegetables—45gp

Fire Roast—Taste the fiery hot spice of a thoqua roast, fresh from the plane of magma. a meat with an exquisitely fiery spice of its own, topped with Baatorian peppers and marinated in fire wine. Served with a sweet blackberry wine chilled by our ice mephit to create the perfect balance of temperature and texture—30gp

Taste Link—Savour the delightful taste of roast wastrel. Just as these foul link to their victims in life, your taste buds will mystically link to this bird, heightening your tasting senses. One foul atop gravy rice with coral mushrooms from the finest gnomish mycologist—20gp

Salad Supreme—The herbivores that join us will enjoy this salad made from the giant mantraps that grows within prime jungles, mixed with sliced cucumbers, wild onions of the Beastlands, minced ocean strangle weed, with your choice of dressing—12gp

Fiend's Fortune—For our tiefling and lower planar customs we are serving hook spider shank so fresh it's still twitching, spiced with arsenic, and swimming in a sea a venomous gravy made from twelve different prime snake venoms—25gp

All customs can choose from our fine wine list and extensive choice of deserts.

Dress code strictly enforced, knights may wear armour if properly shined, and silenced, and fiends must temporarily dispel any auras of flame.

Cutters Note: Any bashers capable of scouring the planes in search of rare and tasteful meats see **Biron BountifulBelly** our renowned halfling chef.

(mp)

The Shifting Multiverse

Question of the week

Over the past few months, SIGIS has heard numerous Cagers mumbling the chant that the ethical balance of Sigil and the Multiverse has been shifting steadily, and dangerously, towards the side of Law. In Sigil, the chantmongers buoy their argument by pointing to such things as the harsh laws of the Mercykillers, the banning of SIGIS, and the persecutions in the Hive. Around the Multiverse, similar minded bashers cite the increased activities of the Baatezu (e.g., the damming of the Styx), the early start of the Modron March, and the increased prevalence of Illithids as reasons for their paranoia.

Is all this talk just screeed? Or are these events a prelude to some momentous change in the state of the Multiverse (perhaps under the guidance of a Power or three)? What does your faction have to say about these matters, and do they plan to do anything about them?

Athar

This is all just a bunch of barmy talk from sods afraid to face the truth. They point to a few isolated incidents and blow them all out of proportion. You see, it's obvious why some desperate berks are spouting this screeed. They just can't handle the fact that something exists that the so-called 'gods' have no effect on. Deal with it: Sigil is completely off-limits to the powers. They think that if they can knock Sigil off-kilter towards law or chaos then the powers of law can just take a stroll down the Lady's Ward. Well, that's not the way it is. Even powers have their limitations, as they are far from perfect. Sigil will take care of itself. The very chaos this unfounded rumour is causing is balancing things out naturally, anyway. Things can take care of themselves without 'divine' intervention.

—Leir the Explorer

Believers of the Source

It seems that the scales of balance are tipping to laws side then. It seems that those who follow law are simply taking the initiative to improve themselves. If the rest of the multiverse is so worried about a bunch of law bashers growing in power then they should be improving themselves instead of sitting back and complaining. I am sure there are those who will fight the baatezu, the Mercykillers, the illithids and so on. After all, competition is a great way of improving one's self. Those who are more fit will emerge in the end, and they will be that much closer to ascension of the next level of existence. So what does all of this 'law movement' mean to the multiverse?

Not much. It's just another occurrence in the constant struggle to improve and to ascend. After all, there has to be some way to pick out those who are worthy of a higher existence.

Off the subject there is a matter of my faction which I would like to be discussed. From the great foundry in Sigil we are the peacekeepers. My faction tries to keep the peace between all the fanatical berks out there who kill everything on

sight. We don't want someone with potential to ascend be set back. Generally this happens when a group of berks take it upon themselves to overpower single opponents in situations where the poor sod wouldn't have a chance. We're not against battle either. Any battles a basher undertakes to improve his self should at least give both sides a chance to prove themselves the better. Impossible odds tend to ruin the chances for continuing improvement, even if the sod being obliterated is as powerful as the Lady herself!

—Strom the Gatekeeper Goldwand, Factor of the Godsmen

Bleak Cabal

No comment. *[We tried our best to query this faction, but their appointed speaker apparently couldn't drag himself out of bed that day.]*

Doomguard

While it's true that there has been an overt and obvious swing towards the side of Law, I believe that it has only been a response to an increase in the power of Chaos. The cage still has a heavy feel of Chaos to those who look. Take, for example, the Cadre. Their terrorist tactics have certainly made cutters think twice about strange contraption sitting around the Lady's Ward. And the recent Anarchist subversion of both the Doomguard and the Dustmen has shown us how covert Chaos can be when it chooses. And how persuasive.

And the Modron March? Berk, don't get me started! Something's wrong with Mechanus, if those overgrown berside dice have taken to Wanderlust early! For the love of the Powers, Chaos has obviously invaded and taken over their Mechanical high-up gears and cogs...or whatever passes for their leader. We're gonna deadbook this March, once and for all, because they are obviously weakened.

In my opinion, the delicate balance between all things: law, chaos, good, and evil is still there. You're just not looking for it.

May your destiny rest with entropy.

Regards, Sir Twist
Public Relations, The Doomguard

Dustmen

No comment. *[Our culler seems to have failed in his attempt to speak with the Dead.]*

Fated

No comment. *[Unfortunately, members of this faction declined to answer our questions without being sufficiently rewarded for their trouble. Maybe next time.]*

Fraternity of Order

First, let me state, as it behoves me by our City's Rule of courteousness, that I, and the Fraternity of Order, of which I represent, am glad to take part in this public forum. Furthermore, it is good to hear that the SIGIS has reached total compliance with our fair City's Rule of Standards of Public Notice and Print. Moreover, we at the Fraternity

would like to make it known that our services as legal advisors are offered to both the editors and writers of the SIGIS, as well as all other authors and citizens of the City. Finally, [the rest of the preamble cut for brevity—the editors]

Having said this let me address the question by quoting the words of our Factol: All our history had been building to the day when we will know and control all there is.

This quote is found in the opening sentences of our faction's Handbook and Philosophical Manual. Many have misinterpreted this prophetic statement of our Factol, and I am here to set the record straight. All history, including every faction, has been building to the day of total knowledge and control. It is only understandable that the first faction, the Fraternity of Order, would uncover this dark, as you call it, first.

In a vague sense the multiverse appears to be becoming Lawful, as your question suggests. However, what is deemed correct often hides what is true. Such is the case here. While it is correct that more laws have been discovered recently than any other time, it is still incorrect to claim that the multiverse is becoming MORE Lawful.

Laws, and the Axioms they are derived from, permeate and perpetuate every existing thing and being. Without laws nothing could exist. What is truly expanding is not Lawfulness, which would mean the CREATION of law, but rather CONTROL of the multiverse through knowledge of these pre-existing laws. All factions, including the so-called Entropic factions contribute to this expansion of control. Even the Doomguard exercise their knowledge of the ways of the multiverse in order to attempt control over such events as the Great Modron March, an action coincidentally that we, who better understand the workings of the multiverse, cannot endorse as fruitful nor morally upstanding.

Let it be understood that the multiverse is not becoming MORE lawful, rather it is becoming better understood and better used. The multiverse IS Lawful, creating laws to sustain itself and all within it, and it is only understandable that the Lawful Factions of Sigil (Harmonium, Mercykillers, and our Order) continue to enjoy success in our fair City because we, to put it metaphorically, speak the language of the planes. Is it any wonder that the multiverse would treat us otherwise?

—Your humble servant, Hartin Meideggar,
B4 Bureau Chief of Sigillian Public Information,
prior B3 Judge, Bureau of Courts (retired.)

Free Legague

Alright, there needs to be a disclaimer here. I ain't an official representative of the Free League, on account o' the fact that there aren't any official representatives of the Free League. We ain't a Faction, an' we don't try an' tell anyone what to think. This is just my opinion, although I think a lot of Indeps' would agree with it. Jus' keep that in mind while you've got yer ears parked here.

Now to get to the question the bloods at SIGIS asked: is the ethical balance of the multi-

The Shifting Multiverse

verse shifting towards Law? T'listen to the Hardheads an' the Guvners, a body'd think it's already there. Most of the chant about this 'shift' is comin' from them, an' it's nothin' new for them to spout that screed. They've always thought that Law rules the Planes, an' that we just need to wake up an' learn the dark of it.

Bar that!

The chant's just that: chant. Sure, Lawful things are happenin' on the Planes. Lawful things always happen on the Planes. Almost half the Ring is Lawful, after all. It don't mean that Law is winnin' though. It just means that the chant we're hearin' is about Law, an' that just recently.

If Law was winnin', the Doomguard an' Sensates wouldn't have turned back the Rigan army from Tir an Og. Janglin' Hiter wouldn't have been dismantled an' taken outa Baator. The Slaad's Chaos Tromp wouldn't have rolled through the Market Ward. Things would be a lot more orderly, an' Lawfuls would have an' easier time o' it.

See, this is exactly why the Free League exists. The Factions look at one little part o' existence an' blow it way outa proportion, an' then try an' make everyone else see it their way. Then they take events from the Planes, pick out the ones that back them up, an' tell everyone that they are right, because things are happenin' they way they want. Course, if a body points out 15 things that contradict them, they ignore him (if he's lucky). That's where this screed about the Planes swinging towards Law comes from. The Lawful Factions are pickin' out bits o' chant that support them, an' tryin' to make us believe that those bits o' chant are all the facts that are out there.

The Free League, on the other hand, doesn't do that. We ain't a Faction and we have no agenda. Our only belief is that everyone needs to get the dark of it for themselves, an' then make up their own minds. So we look at it all, or try to. That's what I do, anyway. That's why I don't think Law is takin' over. It's just business as usual on the Planes. Law's jus' bein' flashier right now. That's all.

No, the Planes ain't swingin' towards Law. Sigil ain't, either. But that ain't for lack o' tryin'. The Cage's Law Factions have sure been workin' at it, tryin' to ram their barmy notions down our throats. I got nothin' against laws, but I don't think we need Law, an' we really don't need it the way they're tryin' to force it on us. Between the Hardheads scraggin' indeps for bein' indeps, an' the Read Death goin' berserk in the Hive, an' the Guvners lettin' it all happen, I think the Cage's gettin' real hostile. If it keeps up, I wouldn't be surprised if Sigil's swing towards Law stops cold an' dead, an' we have a bit o' a shake-up. They're pushin' too many people too far.

—Janos Volkrina, *Indep*

Harmonium

Of course this talk isn't screed! It's showing that the multiverse is finally heading towards the great harmony that the Harmonium has advocated all along! There's most definitely going to be a momentous change. The Harmonium will have

control of the multiverse and everyone will be happy. Everyone will be forced to comply, else we'll get rid of em. Feed em to the Wyrn! It's about time that chaos hole known as the Hive started getting cleaned up. As to the rules of the Mercykillers, whatever brings about ultimate law and order works, as far as the Harmonium is concerned. Course, those bloods ain't exactly promoting the rules of goodness. But until they start causing trouble in our glorious harmony, we ain't got a problem with them. There may be a little problem with the illithids and baatezu though. They ain't exactly the friendliest and most harmonious berks in the 'verse. But as soon as Law comes throughout the planes, Good is sure to follow quickly behind. You'll see, soon the entire multiverse, Sigil included, will be under the Harmonium control. Even the Lady of Pain will have to comply or be eliminated. No further comments.

—Morteg Thyrlson, *Mover Three*.

Mercykillers

'Screed' is definitely a good word to start with. Of course there are people in Sigil that are becoming paranoid with the current situations.

There are a lot of momentous changes occurring and not everyone can handle that. It is a common reaction for people to worry when their world violently turns around. Chaos and disorder are afoot, and it requires the swift, timely action of factions like the Mercykillers. I notice that one of the first things mentioned in the question pointed at recent upgrades to our justice system. When the Blood War spills out onto the street in front of your case, do you then complain and think that our laws are too harsh, too constricting? When the ring of thugs that harassed and beat you for protection money is scragged by the Harmonium and sent to the Prison, do you whimper about equal rights and due process? I say not! But then those same people, when they knowingly break the law and then suffer the consequences, they rail against those who uphold law and order. Luckily, my fac-

tion does not mind it's thankless job. If Law is becoming more prevalent in the Multiverse, then so be it. We of the Mercykillers understand the need for balance, and know that the tides are just as likely to sweep back to disorder. In the meantime we will do whatever is necessary to preserve the peace that we all hold so dear.

—Roderick Thorn, *spokesperson for the Mercykillers*.

Revolutionary League

It's in the nature of law that it tries to take control and dominate everything there is in the multiverse. All of us could have seen this coming. In the hands of the various oppressors across the multiverse they realize that it is law that is their greatest weapon. If you control the people, it will make it harder for them to fight back.

The reasons why law is more prevalent now a days is this... It simply stepped up its efforts to crush chaos. And its done this in many ways. First they had the Hardheads bomb a bunch of innocents, and place the blame on some kind of fictional cell called the Cadre. They then pretended to act under public pressure in an effort to stop this cadre, with a bunch of screed carefully aimed at targetting our cause, they even manipulated the media to think so.

Around the Cage they certainly had the excuse to oppress and persecute people almost unchecked. The Hardhead's allies the Ba'atezu have also been doing similiar things though they don't get willing support from most bashers with half a brain-box or more. Their screed has though convinced some Xenos-like berks to attack Githezeraí who the Ba'atezu find unacceptable due to their chaotic natures.

The Illithids have also being working towards similiar goals all in the name of law the unseen force of oppression that exists in the Multiverse.

It's time to fight back now...

—Message anonymously delivered to SIGIS offices by an astral streaker

Hands of Time

(Hatchis Advertising)

The grand order of Timekeepers announces an early start to:

The Great Modron Parade

Don't be caught unawares!!

Join in behind the procession of Cager Modrons as they circle the Foundry through the Lower Ward. This year the TGMP celebrates the The Great Modron March by beginning the parade 185 days early!

The festivities start and end at **Hands of Time** shoppe, also known locally as that "little piece of Mechanus in the Cage". Before and after the Parade, the Timekeepers are having a **1/2* price sale** on everything in the kip: Steam toys, music boxes, arcano-machines, watches, magical looms, armillary spheres, you name it! So come on down to TGMP and get yourself a bargain to boot!

*One third of all proceeds from sales go to the res investigating possible tax and general fraud charges against the S-O, in its dealings with its lesser holdings, Three Rings Ltd. and Libations Holdings, Ltd.

By Sigil law, the S-O cannot be held liable for the actions or crimes of its child companies. However, the Unnamed is being sought for questioning, and clarification as to the direction these two companies have taken over the last few weeks. Though the Unnamed is listed as the primary owner of the Company, the arcanoloth known as Shemeshka (aka. the Marauder) is an S-O representative in the Sigil market area. The spokeswoman for the Task Force, Gennulyn Barku said that Shemeshka would not be questioned in this investigation, as the Marauder had little to do with the day-to-day operation of the three companies other than some small financial stake in each.

—Serafine d' Lache, *staff culler (r)*

The Shifting Multiverse

Society of Sensation

We have felt this coming for a long time, friends. Every crack on some berk's skull from a Hardhead baton, every swish of the Mercykiller's blade, every measured step of a modron in the multiverse takes away from the collective experience, the collective pleasure, we all seek. Beings across the planes should be free to live their lives however they see fit.

How can a Hardhead factol dictate what is best for a tiger in the Beastlands? What is order to the free chaos of Limbo? It is death, friends. We must all gather our freewill, within ourselves, and go out into the wide expanse of the multiverse. Live your life as you see it, as you feel it, not as some stodgy Guv' scratches it into dusty ledgers.

Take a moment, readers and friends to think about the last time you did just what you wanted. Maybe you kissed a tiefling boy because he looked so lovely in the lamplight, or nicked an Arborean apple 'cause you could smell it's tart, lively flavour, or you just relaxed on a dead power in the Astral, the random waves of energy and power flowing all around you.

These things you have done, they are not dictated by the bounds of order. These experiences are not limited by anyone but yourself. Go, readers, shake hands with the Hardheads, the Guvner, and the others for a job well done, then let's take down the strictures from experience together. Let's get back to what's important. Freedom to live your life as you will. Not as someone else decides. If you have any questions about how to free yourself, contact me at the Civic Festhall.

Live well,

Lariana du'Reavewinder, Society of Sensation

Sign of One

It seems that my subconscious requires that I comment on my growing need for order in my

life. I believe that change is inherent in all things, myself being no different, as such I have decided to change from my previously more 'neutral' outlook to an ordered one.

Concerning the early start of the Modron March, I thought it appropriate to herald my new era of thought, by spreading some order in the form of the march and showing to my creation that I am changing. I imagine that some parts of my mind may prove resistant to the change, but it will change eventually.

You are all part on the One

—Grannen

Transcendent Order

All of these leatherheads complaining about the rise of Law in the planes are just adding to the problem. If you want more chaos, then be more chaotic—don't try to *organise* other people into being chaotic, berk.

Myself, I don't worry about Law or Chaos or any of that screed. I just do what I do, when I do it. Any basher who wastes his time thinking about whether his actions are lawful or not is missing the point of *action*—you control the multiverse, or the multiverse controls you.

—Deep Blue Sigh, *Movanic deva of the Transcendent Order*

Xaositects

Chaos still rules all, as you may know that I will take no prisoners are escaping through the doors singer is drowning in a bathtub which a tanar'ri would never get into the fire and out of the frying pan!

Are you listening to me? I hate to be babbling for nothing.

Law increases not, the March started early in chaos rules the multiverse is in chaos as I have said beforehand. Styx damming was an act of war, to stop the loths from transporting the Tanar'ri which will never bath as I have said beforehand.

We embrace the Chaos, and welcome it with open arms. Do you?

—Random the Xaositect

Sect's Effects

TARAK DE LEYNON (MERKHANT): This concerns me, and I suspect my colleagues as well, little, if at all. Let's say, for the sake of argument, that the Harmonium, Mercykillers and Guvners all rise to prominence in Sigil, over all the other factions. Well? Do their members not eat? Drink? Require clothing, weapons, armour, luxuries, whatever? And is their gold somehow different to that which a Signer, say, would spend?

No, they will still need things that we will be happy to sell to them. And a tightening of laws troubles me not at all, either. Prove I have ever broken a law in my rise to the position I currently occupy. Law is tool that we will use as it is appropriate. If it is strengthened for some reason, we will use it more. That is all.

DREGORI THARSAN (WYLDER): The only universal laws are the laws of nature. And no power or three, or three hundred for that matter, could affect that.

Obviously the early modron march was a worry to us; they caused great damage on the Beastlands. And the baatezu are also clearly capable of similar destruction. But the Beastlands endured. As it always has. As it always will. And Sigil? Frankly, I couldn't care who rules the Cage. Never been there, and don't intend to go.

NAENAL (EXILE): Clearly this worries me. Large numbers of our sect were sent... wherever they were sent, by those using laws as an excuse to victimise our members. The Mercykillers are amongst the worst of the lot. But I'll tell you something; if they come for us again, we'll be ready. And they won't find it easy to take away our freedom a second time. You can print that. They've been warned.

—by various cullers

STREETCHANT

Primes 26% More Clueless Alleges New Survey

SIGIL—Statistical observations have revealed this week that cutters entering Sigil are 26% more clueless than the same period last cycle. Of 500 bashers polled shortly after stepping out of portals, a staggering 10% had not heard of the Lady of Pain, and 16% did not know they had just crossed a planar boundary. This is a worrying trend often touted by Planarists such as Cirily. When I questioned her with my findings she told me, "You're right, spinny maths thing. Primes entering our

Serene City are more clueless than ever before. You'd think someone was planting portals to Sigil in Ansalon's major cities, or something."

I posed her with the frequently-thought notion that she was in fact just a bigot. She vehemently denied this. "Nothing could be further from the truth! I, along with many other concerned Planarists, have first and foremost the safety of primes in mind.

"What could be more disorientating, and dangerous, than stepping through the door of your bedroom and finding yourself not in your chamber but in some dingy Sigil alleyway wearing nothing but a nightdress?

"Don't laugh (I assume that is what passes for moigno laughter), it's a true story. This Waterdhavian sod was found murdered in the Hive only last week, dressed in a nightshirt.

"Not only is it dangerous for the poor primes, but it also damages our proud Planar Heritage. Our culture is being eroded, nay, polluted, by feckless..."

I left Cirily to rant, for I had lost interest by this point, and continued to process data. Of those planewalkers who were a little better lanned, 84% could pronounce Sigil correctly, and 73% were members of a faction. As usual, the Society of Sensation came out as the most popular, with fully 10% (seasonally adjusted to account for Anarchists) of planewalkers being members. This reflects their tendency to wander off, presumably. Factol Erin was unavailable for comment, but she is understood by this culler to be delighted.

—by Surveys Culler $n=n+1$
(jw)

Information Required

Estavan of the Planar Trade Consortium has lost several shipments in the last month and any information leading to their return will be highly rewarded. Come to the PTC main offices with reputable chant. (T)

Kali Bones Multiversal Trivia

[Editor's note: a contact of ours in Ribcage found this note, smeared with blood, posted next to her door. That same morning, our friend and fellow culler, Felicity K. Ghwar was found in the dead-book in Telmarc Square. We are currently searching for this letter writer, as he/she/it may have chant on the circumstances behind Ghwar's death.]

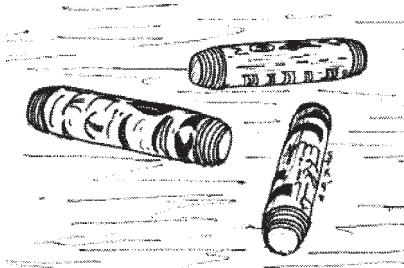
Beware SIGIS!

Watch out cullers, I say! Doom awaits one more of thee in the Gate-town to the Nine Hells! I have the dark that another one of your ilk, a berk named Ghwar, was written into the dead-book in Ribcage, her body face down in a pool of her own blood! Is this not the second of your cullers to die a bloody death in this burg? Was not Eber Willburg discovered dead-booked in a kip on Wheelwright Street? [Ed. note: See SIGIS archives, the obituary in issue 8 for details.]

Let this be a warning to you SIGIS: death awaits one more of your kind in Ribcage. The Rule of Threes shall not be denied!! The Kali Bones* also warn of more doom to befall SIGIS. While rolling the bones across the pool of your culler's blood, I saw a powerful vision of a crumpled paper, impaled on a stiletto, slowly burning in the breeze. And what did I see on this paper, but the word "SIGIS" turning to ashes upon the blade!

Beware SIGIS! Death, destruction and despair await your cullers in the gate town to Hell! And in a few short months, SIGIS shall see terror that puts the Great Upheaval to shame!

Unsigned (jw)



Kali bones

* a little research on our part has uncovered the dark of these "Kali Bones", pictured above. Apparently, they are used by the priests of Indian Powers to foretell the future. According to our information, bobbed from an ancient tome entitled *Treasures of the Abyss*, the Kali bones are made from the finger bones of true Tanar'ri. They are carved into smooth cylinders and etched with mineral deposits extracted from the 643rd layer of the Abyss (the Indian goddesses' realm). After invoking the Kali's name, they are rolled and the symbols interpreted...

Have a problem?
Or an answer?

Write to us!

SIGIS staff is willing to help
you in all the ways possible

Dear Readers,

When I read through SIGIS 18 three reasons to write a letter came to my mind, and, as the number three is always a good place to start, I felt compelled to respond to these issues.

First the banning of SIGIS. I personally consider it unjust to ban the newsrag just on the whim of the Harmonium, and have thus to side with the supporters of SIGIS. The Harmonium's argument that false information was willingly included to further the cause of the Anarchists' is simply the exploitation of the fact that editing the huge amount of information brought to SIGIS is very difficult, and that it is virtually impossible to filter out all the truth. Adding to my point of view is that Seamus Keller and the bloods of SIGIS have done an excellent job in the past getting to the dark of matters, so to speak. As I see it, the Harmonium simply tries further their cause, for I see no legal problems despite the shady background of some cullers, concerning SIGIS; and the problems of the Harmonium alone should not be allowed to stop the flux of information that was provided by SIGIS.

Second, after reading Virgilios Nikomeno's letter, I thought that maybe more of the readers of SIGIS are interested in decay in the Astral. Thus, I present you with a rough sketch of a theory brought up by Vastaghenan Mirstakel, a fellow member of the Thalad Workgroup, that might help to explain how decay may happen in the Astral. The ground principle is simple: we depict the Astral as sort of collective mind, but one which only sets the core rules of behaviour and lets the parts of it think freely as long as they sticks to the rules (I'm simplifying here; if someone is interested in detail I strongly suggest talking to Vastag, but bring some patience with you). One of the rules is that all in this collective mind has to be without corporal consistence, thus everything (and one) is translated to a mental construct when entering the Astral. Another one is that only constructs aware of themselves are able to provide the needed energy of thought to keep themselves fixed.

A third rule is that all other things are kept up by the collective mind. a thing that now is floating around in the Astral, that is not drawing attention of some mind, either by floating around where no one is for a long time or simply by the ignorance of passer-bys, tends towards slipping from the "memory of the Astral". When this happens, the thing is no longer fixed, and fades away to an indefinite form, a sort of mental wind. The thing is, thus, decayed. As I told you it is just a rough sketch, if you want to discuss this any further meet me in the Sword & Buckler late some evening.

The third thing is the The Goblin was clearly unable to explain the theory of the Plane Ordial to you. The core of the theory is the assumption that, just as there is the Ethereal plane connecting the Inner and Prime, and the Astral is connecting the Outer and Prime, there is a plane, called the Ordial Plane, which connects the Outer and Inner.

A barmy's bedtime story you might now think, but there are two reasons, strong ones, that should be enough to make even a sane basher take notice. The first is, with the Ordial Plane a set of threes would be completed; there would be three connecting Planes, Ethereal, Astral, Ordial. Second, but no way less important, is the fact that with the Ordial a virtual ring would be created: Outer—Astral—Primal—Ethereal—Inner—Ordial—Outer. These reasons do make a body think, eh?

A recent theory from Manto Koo, also a member of Thalads Workgroup, even mentions three more planes, called the Spoke Planes by him. These planes would connect the Prime to the Ordial, the Outer to the Ethereal and the Inner to the Astral. Leading to this assumption is the means of research we use to find the Ordial. We assumed that spell keys that are able to make an elemental summoning work even on the Outer must be able to direct the spell to the Inner via the Ordial, and, thus, must be somehow associated with the Ordial.

The fact, however, that there are spell keys that make even extradimensional spells work on the Outer planes suggest that there might be even a 'shortcut' from the Outer to the Ethereal. And of course there would be three such planes, completing a triple set of three planes.

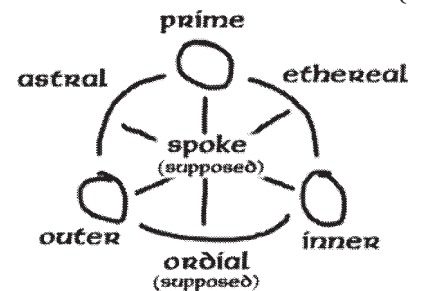
I hope you found my letter enlightening.

Yours sincerely, Hrvnax Glim

Note from culler Ansas: Thalads Workgroup is a group of bloods (mostly mages) which have assigned themselves to find the dark of the multiverse and make it available for everyone. The Group was founded about sixty years back by the Archmage, Thalad Makamber. Thalad created a magical book, which would automatically grow a set of new pages when there were only three left. He used the item as his workbook, and later gave it to his apprentice Malin who continued his studies.

Some friends of Thalad and Malin then started to write down everything they knew about magic on the planes. Some years later Thalad died, but Malin and his friends continued to write everything up, and later on some more mages joined them. Seven years after Thalads death Malin opened the Shop 'Malins Manifold Magicks', and made it the centre of the doings of their group which shortly afterwards proclaimed themselves to be 'Thalad's Workgroup'. Thalad's Workbook is normally accessible by everyone, and is to be found in "Three M's" as Malin's shop is often called.

(hh)



LETTERS

Bonebox Riddler

Dear Editor,

Certain rumours have come to my attention concerning your new rival paper, The Bonebox Riddler. It was launched with some pomp and circumstance only recently, following the murder of the Tempus Sigilan's top culler and subsequent buyout by a mysterious benefactor [see *SIGIS 19*]. Under new management, the newsrag published one issue (and may I state how much more professional it looked than *SIGIS*, which recently has started to look distinctly tatty), but has since remained silent.

I have heard from sources that your cullers have been sending threats and worse to Bonebox cullers and frightening them into silence. Apparently one culler woke to find a catoblepas' head in his bed, and is still being treated at the Weary Spirit Infirmary! If true, this is truly shameful behaviour. I demand a response.

Anonymously delivered (jw)

[The Editor replies: Of course that's pure screed, as well you should know. Any injuries done to that berk are sure to have occurred after he checked in to the Weary Spirit. I can vouch for my SIGIS cullers when I say we wish the Bonebox Riddler every success, and we are as clueless as yourself as to the organisation's unexpected silence. The creative staff hope you enjoy SIGIS's Harmonium-funded new look!]

**Down on your luck?
Suffering from a debilitating disease?
Missing a limb?
Is your family starving? ***

Let us solve all your problems!

We will supply food to your family!
Regenerate any missing limbs!
Cure your disease!

Let us help you

Come to the **Baatezu Recruitment Office** at its new location in the **Lower Ward**.
Only three blocks from the **Great Foundry**.
Follow the smell of sulfur...

* Enlistment covers only one of the preceding forms of payment. Families will only be feed as long as the recruit is alive and serving.

(mp)

WANTED

Information on the whereabouts of

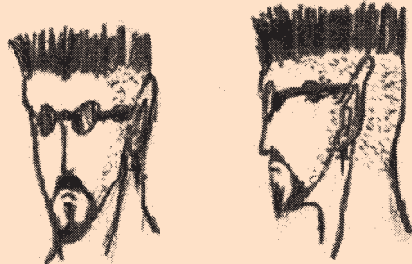
Lady Varule Jadesole

high-up of Sigil's renowned

Sole Searching

Tout Service

Last seen travelling **down the Styx** through the **Abyssal Plane of Infinite Portals** in the company of a **prime sorceress Catrina de la Coeur** and her male companion, **Antoine Feuerman**.



Antoine Feuerman

Jadesole is presumed to have been **sold into slavery** by de la Coeur and Feuerman in the town of **Broken Reach**.

Reward of 5,000 jinx for information leading to the return of Varule to her loving family.

Reward of 1,000 jinx for dark on the whereabouts of de la Coeur and/or Feuerman.

STOP PRESS

Xaositects Rain Over Lady's Ward

SIGIL—The Harmonium was shocked into speechlessness as Xaositects literally rained down from the sky over the barracks and part of the Lady's Ward. The Xaositects attempted to fly through Sigil's sky, over the city barracks, and drop large pumpkins down upon Harmonium patrols. a group of at least twenty Xaositects purchased potions of limited flight from Ensin's Discount Elixirs yesterday.

They then purchased large pumpkins and made for the Lady's Ward. After consuming the potions they made a barmy attempt to fly over the Harmonium barracks. At least four never made it off the ground.

A few succeeded in their mission, and Maric Gritish, a Harmonium guard, currently suffers from a concussion, neck pain, and a severely wounded ego. Maric was on guard duty when the sizable gourd smashed onto his head.

Shortly after the assault on Maric the Xaositects began falling from the sky. One was impaled on the blades of a nearby tower and two more were killed from the fall. One githzerai plummeted just before he accomplished his big drop. His fall was broken by the Harmonium patrol that was to be his target. Twelve Xaositects were arrested, eight of whom are in serious condition.

The Harmonium are still compiling the list of charges that the Xaositects will face,

and a few are being sued for property damages as they crashed through the roofs of private homes. When Ensin was questioned, he admitted to selling the potions and then produced the signed disclaimers which stated he assumed no liability for the effects of the potions or their use. The Harmonium are still looking for the group that never got off the ground, and the one Xaositect that managed to fly to safety. They encourage any citizens with information of these Xaositects whereabouts to report them to the Harmonium.

(m)



Harmonium Guard, Maric