Harmonium patrols are on the alert tonight after hundreds of Xaositects starred assembling in the Lower Ward, outside the Great Foundry House. There is an atmosphere of great excitement amongst those massed there, but all are tight-lipped about what is actually happening. Inquiries into the nature of the gathering are generally met with a giggle. Aeriotli, a spokesperson for the Godsmen, was able to confirm that the Believers in the Source have received an extremely large but undisclosed sum of money from the Xaositects for a "special project".

So far, the assembly has been peaceful, but Harmonium patrols remain on standby to deal with any possible trouble. “The problem with Xaosmen is that you never know what to expect,” Patrol Leader Shorrek told us.

The “project” is thought to be part of the Xaositect’s traditional celebration of the New Cycle. As always, the exact nature of the project remains a closely guarded secret. Last year, Xaositects ‘painted’ the City Barracks with illusions to give the impression the Harmonium’s Headquarters were built of chaos-surf from Limbo. Factol Sarin was not amused.

Rule of Threes Rolls Through Hive Ward

For the past several days, reports have been surfacing from the Hive Ward that describe teams of Hardheads, Guvnors and Red Death roaming streets of the slum. Independent confirmation of this chant from several sources interviewed in the Weary Spirit Infirmary indicate that members of the aforementioned factions have accosted benders on the street around anti-peak asking leading and "inflammatory" questions about these bashers faction ties as well as specific questions about particular beings that might have been seen recently in the Hive Ward.

Bautol Lok, a githzerai trader doing business in the Ward said he was confronted on the way to meeting with some customers on Charnel Row. “When I told them I don’t belong to no addle-caved faction they looked at me real peery-like and the Hardhead-type accused me of being a rabblerousing Indep,” Lok said. “Then they started rattlin’ their swords and flappin’ their bone boxes about scrappin’ me ‘til I told them I was late for a meeting with some Tanar’ri customers. They let me alone after that.” Lok said he had no idea why they stopped him but said he would keep his sword “loose in [his] scabbard” for awhile.

Another source, who requested to remain anonymous, told of spying teams of bashers in threes systematically scraggin’, trying and executing benders in berets of the Cage. Though this situation has yet to be confirmed by our sources, chant of bashers being mysteriously ‘lost’ from their kips and cases has been circulating for the past week. Reporters from SIGIS, attempting to question Harmonium high-up and public official Tomat Shar, were turned away from the Barracks with word that the Facto was “too busy to answer questions” about the situation.

(5k)

Attention! Cullers Wanted For SIGIS

MUST BE LITERATE AND ON THE CASE.

Applicants should contact the Editor, Scott Kelley

Copyright 1997 by
Scott Kelley  kelley@ucsc.edu
Jon Winter  Jon@geocities.com
Teresa Angelucci  s02728@student.uq.edu.au
Chis’s Appellants

Submissions by
Scott Kelley  kelley@ucsc.edu
Jon Winter  Jon@mimir.net
Teresa Angelucci  s02728@student.uq.edu.au
Chis’s Appellants

Disclaimer:
All of the published game scenes, characters names, symbols and distinctive likenesses thereof are trademarks owned by TSR, Inc. All other material herein is original and copyright 1997 by the given author where noted. Should there be given no author the article is copyrighted by the editors Jon Winter and Scott Kelley. None of it is endorsed by TSR, and of none is it in any way "official". This material is for personal use only and may not be published, altered, redistributed or posted on News Groups, Mailing Lists, Web Pages, FTP Sites or Bulletin Boards without the permission of the author.

The original SIGIS is in HTML format and is hosted at http://www.mimir.net/ a site maintained by Jon Winter. The SIGIS in RTF is hosted at http://www.geocities.com/TimesSquare/Ancadese/6827/ a Holfhauer Heinze’s site.
IN A SEEMINGLY monumen
tal move, Tanar'ri forces
gained control of the holy
contested hill in Othys known
as the Stones of Dmefius.
Although located in one of the
most inhospitable swamps in
the multiverse, the Dmefius
stones have remained one of
the most coveted prizes in the
Blood War. The stones reportedly
act as powerful portals to
numerous realms and
bargains throughout the multiverse.
Governor Tenemial Al Kamak, second
librarian of the Vault of Knowledge,
told SIGIS that the stones were
indicated the stones open
conducts to strategic places
in Mongoth (the 3rd layer of
Gherna), the Plane, and even
onto the Cage itself.

"There are no records [in the
Vault of Knowledge] that
reveal the date of their creation
or the creators of the Stones,
" said Al Kamak. "Really the only
direct chant I could uncover
comes from the journal of a
plane-walking cayman named
Hugh Lightfoot... who visited
the site as a mercyman with a
Lob company over 500 years
ago. In one entry, Hugh wites
of a battle over a circle made of
200 to 300 stones 'hug taller than
a Gelugon' set in a circle 60 yards
across.'

Lugh was apparently stuck by the resemblance of the
stones to Celtic circles he'd
seen in Tir Na Og (Otherworld).
Of the battle itself, SIGIS
callers found few details
desire to spill the chant on
any part of the conflict. However,
two nyoolohs visiting the Lower
Way did say they had the chant on
the matter from Tanar'ri in
bars from straight from Career.
According to these berks, a
successus named Darkwing
stepped out of the stones and
tried to fight the Batazul
with a host of nyooloh-fends and
combouts mounted on Caroceni
sleds.

"Before the gods could
cough phlegm, the Tanar'ri
berserk braided 3 or 4 portals
in hundreds of hands,' said one
of the nyolohs. Once the Tanar'ri
had the hill, they barged the
Batazul with powerful magic
disrupting their close formations
and sent them reeling back into
the swamp. There's even a chant
that the Tanar'ri even used the
fabled Ships of Chaos to defeat
the Batazul forces and protect
the hill. If true, this may be one
of the first known field tests of
the controversial war engines.

Neither of the nyoolohs were
prepared to comment on how
long they thought the Tanar'ri
might control the hill or what
they'd do now they had it, but
both of the 'lohi said they'd
dug up with the Batazul to
fight in Othys for some
stellar link.

In local news, chant of the
potential use of the Chaos
ship on the battle touch off a
brawl in the Lower Ward
late this afternoon. Apparent-
ly some Doomsguard bather
were teasing a Hardhead
patrol with shouted shouts of
'Get out 'o here! The ship's
comin' down!' Several mem-
bers of the factions were
subsequently dragged and
fossed in the Barracks for
disorderly conduct.

The exaggerated behaviour of
the Doomsguard berserkers is no
doubt attributable to the bad
press the Ships of Chaos have
received over the past year.
Publicised doubts as to the
war machines' effectiveness
have been a sore point to
faction members who've
taken a lot of verbal abuse for
what's been termed an 'addic-
ted fiasco.'

The CrossTrader

Stop Press

The Chant for Clueless

The last word in Planar Fasion

Ever wondered where the rich and powerful
buy their gem rings, cutters? If so, then you obviously
aren't up to Speed-Up.
High-Up, located on Threegate Boulevard,
the most exclusive part of the Lady's Ward is
Sigis' Centre of haute Couture.
What's the rage this month? Ion Stones,
that's what. All the sharpest bloods have 'em,
and High-Up's got the best selection you'll find.

What could look more impressive than a collection
of Ion Stones whizzing around your heart?
It's a statement piece, twice before peeling you,
that's for sure.

You name it, we've got it: Vibrant Purple Prisms,
Crimson Slices, Scarlet and Blue Cables,
starting at just 500 gold, and all guaranteed
magical for one planar year. Increase your intelligence, stop needing to breathe, Absorb those hostile spells! With High-Up
Ion Stones, all these amazing feats are possible.
Course, not everyone's got the link to splash out
on magic items. How do you follow the fashion
without putting out the beat? Simple!
High-Up sells false Ion Stones from just 5 gold
each. They look just like the real thing, and don't have the magical powers!
Amaze your friends! Perplex your enemies! Buy
Ion Stones from High-Up. The last word
in planar fashion.

High-Up is an authorized retailer of magical merchandises.

The last word in Planar Fasion

This week we present the map of
the Great Ring. For those who
9 do not know or can't remember
- those planes in the upper part
of the map (Arcadia, Mount
Celestia, Bytopia, Elysium,
Beastlands, Arkeoria and
Yugard) are called Upper
Planes and are of good
alignment. Those in the lower
part (Acheron, Bastor, Gehe-
ena, Grey Waste, Cancri,
Abyss and Pandemonium
are Lower Planes and are of evil
alignment. Limbo is Chosic
and Mechanus is Lawful.
Outlands and Sigil you are
here, hehka) are True Neutral.

(bw, art by ca)
--- First Week of Regular