YESTERDAY AT A PUBLIC
meeting, Factol Sarin of the
Harmonium told an assem-
bled group of citizens and
callers that three days ago they
assigned a new investigator
to the case, a cutter known as
Christopher Verduce. Although
citizens were poorly about
assigning a new blood to the
case, especially a fresh recruit
who has only been in the
force a short while, Factol Sarin
assured the public that
...the assignment of Special
Investigator Christopher Ver-
due will help speed the investi-
gation along. The Harmonium is
convinced that a signing him
to the case will ensure that
these heinous crimes are no
longer unsolved. Inspector Verduce is actually a
powerful human psionist,
probably a clairvoyant, capa-
ble of reading of objects for
information of their former
owners.

SK

Cadre Investigation
Team Expands

FAUNEL—Mercenaries in the
erigon of Spireward Trailing
Co. struck back at the
Verdant Guild today, turning
a routine raid by the Guilders
into a decisive defeat. Oh, they
may wish to, but they'll
find it hard to recruit after
the lashing we gave the Guilders.
Some of these berserk will even
look like a proof that unified
action is the wrong way to go,
which is what they believe
anyway.

The lumberjacks, despite
their losses, are jubilant
tonight, boasting the mercen-
aries' 'sapping stories of the
conflict.

"Sure I was there! Even got
myself one!" bragged Drell
Deltar, a victorious logger.

"When the first arrows whist-
loud, I thought it was all
Drell, yer in fer it now, ya
are," cause they were look-
ning at a motley bunch, but
they done all right by me. The
skinny old blood, and the little
one with the butterfly wings,
they jumped right up and
left home with the coats o' fire.
Their trees, they got so hot, they
blow up. Guilders was running about with
this article o' clothes all a-fare. They were
screeching ta' eat the herds in
Barak. The troll an' the
killing, they roared by me
then, swingin' away. I ain't
never seen nothin' like it! He
[the troll] was swingin' his
blade about, cuttin' through
branches and men without
even swishin'. Even that stump-
ning, walking advertisement
for the Harmonium..." [the dwarf
Farin Coggbreath] was walk-
ing into it. When I saw 'em
[the Guilders] startin' a run, I
shouted em, an I done fer one,
too!"

—Donald Kyng, cutter
(rm)
**NewsChant**

**Plague Mort on Slide Again: Residents Flee**

PLAGUE-MORT disappeared yesterday from the face of the Outlands. The duration of its absence is unknown, and it is entirely possible that this incarnation of the plague became the latest to fall onto the Plain of Infinite Portals. This time, the slide has been blamed on the activities of a bizarre chaos blood cult that had set up camp and a shrine just outside the hng.

As is usual with gate-town disappearances, a new gate appeared near the location of the missing town. Local's carrying around the new gate reported that numerous high-ups, including several powerful Flounders, fled prior to the disappearance of the hng. Also missing is a figure known as the Great Cambion, rumoured to be the offspring of a halfling and a shapeshifter, who was working out of a house in the "upper-class" part of the slums. Grant is that the cambion is missing, and that this operation to Sigil, although a Harmonium spokesman, Measure Two Ossian General, stated that there was no official information regarding the whereabouts of this known subversive. Sources close to SIGIL have managed to learn that Guardian agents are looking for the cambion, and may have had more success than the Harmonium. It appears that he is planning to rent accommodation from Shemeniska the Mauser, although no one knows which buildings are owned by the King of the Crossroads, her involvement cannot be confirmed. Guardian agent Clarion, a known opponent of the Mauser, was unavailable for comment.

As for the Arch-Lector, he has gone missing as well, and is apparently trapped inside as Plague-Mort hngs in null-space waiting for the final shift. The blood cult have disappeared too, and Chan has it is there that may be elements within the hng might attempt to prevent them from continuing their practices so that a new Plague-Mort may be created once again on the Outlands.

**Sylvanian Riot Quelled**

AN IMPENDING RIOT was cut short today in Sylvania as troops from the Merchant’s Quarter subdued the rioters with a vapour weapon. The grey-skinned troopers, who called themselves the Pacific Order, unleashed cyclones of stench gas on the crowds by the order of the Merchant’s guild. The cyclones rendered the rioters unconscious and disorientated but otherwise left them unharmed. Most expressed nothing more than a desire to sleep afterwards.

"It’s like the morning after I’ve drank a lot of bint," mumbled Chodun the Short, a thug recruited from the roadway by the Order. "I don’t feel like doing much of anything but sleeping off the headache."

The Merchant’s guild, headed by the newly elected Master Harlan Stillwater, decreed that "destructive and lethal violence will no longer be tolerated within the borders of Sylvania" and has promised patrols by the Order to enforce this edict. The priests of the hng protected this "unseemly arrogance" on the part of the merchants and were met with flat stares and the statement: "The Seven have already approved of a non-violent resolution to the rioting. If you wish to deny us the ability to suppress further rioting, thereby making themselves oath-breakers, I would suggest you take the matter up with them at such a time, it is the decision of this council that the Order hold the peace in Sylvania to the best of their ability."

**Sensate Sinker\Celtic Celebration!**

Follow the Rule-of-Three down to the Civic Festhall & join the Celts, Sinker and Sensates in a celebration of their glorious victory over the Rigan Army in Tir Na Og! Three full days & nights of partying will feature: Live Celtic music & dance, sculpture from the famed Sinker artist Marshal Cahan (including his masterworks “Endless Entropy” & “The Crumbling Spire”)

Plus the award-winning Sensate play “Long Live the Bacchae!” in which live actors roam the streets for your entertainment! (No actual Bacchae will be present at the festival.)

The festivities will also include: a Celtic bard spinning first-hand tales of the conflict, a mock Rigan Invasion of the Clerk's Ward, dance troops, singers, artists, and rum food and bub from around the Multiverse! So take a hike over to the Sensates pleasure palace for an extraordinary time and ‘Feel the Entropy!’ Gives even a Bleaker a reason to be!
Editorial

**Kryn? Where? Why? To What?**

YOU'D BE FORGIVEN for dismissing the Prime world of Krynn as 'just another prime', another place where cutters who ask silly questions come from. Not all. Not everyone. Krynn is known for anything at all, it is for producing the most chivalrous Chosen in the multiverse. When you get there, or when you find it, you're Average Prime at least has some conception of how the Planes are set up and how to get over to where the Krynfolk, if you'll allow me, are of the other hand, believe that every plane that isn’t the Prime is the Abyss.

In spite of this, Krynn has been a favored destination of merchants looking to make some coin. Until recently, that is. Just recently. Hard to believe that the Krynfolk have made trade out into the world a gamble in whether or not it will be there when you get there. Thanks to things happening here. It’s a matter of considerable interest to Sigil’s factions—in fact, of late the Triton family has been in the thick of talk of the New Age of Krynn. Here’s some of the chaff...

*From Drack Dizer, a Valued merchant, speaks on the strange state of Krynish economics*

"Kryn used to be a great place to make a pile of jink. See, there's the trick. When the Chosen was there, they could use steel for jink, just like Achelon. If you played it right you could make a fortune out of the thing, even need to pool anyone. It's all in how you value things.

"How'd it work? Well, it doesn't really matter, so here's the easy part. It was the way the Chosen used to steal jink steel long-ward. Cost's what, 5 Jinx, right? Well, take that sword to Kryn and sell it. You've got yourself a problem. You take steel pieces for it, which you take and trade for real jink before you leave. Depending on the Chosen location you'll get around 2000 gold in jinx or mets. Play it right and you could be rolling in jink in one trip."

"I'd be peery about trying it right now, though. They just finished up another Powerstation, only thing is now you have a chaos-power running around town. Smashed everything up right, did. Now you can get real portals don't work right. Try going there and you could end up out of town permanent-like. I don't take risks that can end a body lost."

*Joris Volkerin, Indepj spell-wield, on the races of Kryn*

"Forget what you've heard, dummy. Don't worry about the dragon-thing and the Krynfolk. There's a new chunt about Chaos Fiends (whatever those are). Watch out for the Kendur and the Chosen. They're really dangerous."

Letters

"To Allow it May Concern"

"I thank you Sigilite, I think should really listen up to that throughout. I see every one of the Prime locations for the Slaughterstone (hey, I know the one you're thinking about is it elsewhere). I just want to hear how the real deal is, so if you could write down some notes for our gradin (or this is brochure-like data on our Prime, Blood Suckers) I would be ever so much in your debt."

"I opened around the town and noticed that score of towns, bands, like the stunts at the town, were so much bigger in size than they had been before the Slaughterstone (wouldn't that be the thing?). And ask myself, why don't you get there, Slaughterstone, as it may cause me to judge the Slaughterstone to be a sign of the return of the old strange creatures."

At this point, the author begins a three page rant on how leatherheaded the clerics of SIGIS must be which we decided to omit since it did not seem relevant to the story. Needless to say, we disagree with the author’s assessment.—Ed.

"Incidentally, you can find the brolssing time to cast two cute little o’-time in being. I wish I had the chance to meet such a man as myself, so I stopped by the moon to enquire about such a thing."

"I wish you had your own jinx of the land long-ward, since it is the land that we are a witness to.

"Telis, [author to be named], what is the lesson on the blood of the most ancient sense.

"I used to think of the Kryn as a function of of irrregular intervals. When Kryn is in its Multiverse Structure, the construct’s ground out at its original location. When it is in its other Multiverse Structure, the construct’s have no place to go and empty into the multiverse, to be reborn again at the same time."

Factual Accent of The Godmen on the current difficulties of the present era*

"If Factor Ramus is correct, the Powers of Kryn are in for some hard times. As we all know, a Power is sustained by the faith of the faithful, and though the Kryn Powers now longer respond to their faithful, the Krynfolk still believe in them. This provides the Powers with the belief they require to survive.

"However, when Kryn vanishes forever, they still believe. They may not believe in ‘Somewhere Else’ it may take the populace with it. During these times, the Kryn Powers may not wish for the battle to end, or become part of another pantheon, or be destroyed and cannibalised by stronger powers. At this time, we need to increase their Power at the cost of another, or they die and are found one day floating in the Astral.

"There is one more option. They may continue to dwindle, sacrificing power for existence, until they are the most grafted into existence. At this point, they will begin to starve if Kryn doesn’t return.

"Contrary to Factor Chag’s emphatic declarations [see SIGIS issue 9], the Krynish Powers are not dying. Not yet, at any rate. If Kryn dies vanish forever before they build a new Kryn Peninsula, we will then have to worry about lower categories of Powers (greater to intermediate to lesser to demi-) until they either starve or become part of another pantheon, or are destroyed and reanimated by stronger powers."

Clerics of the Prime: A study of the Kryn

"This place just proves what we’ve been saying all along: the Powers aren’t gods, just powerful entities. After all, they had a huge—Baken, or some such—who had actually accumulated enough jinx to resolve a battle on the Plane of Chaos."

"The multiverse is the power of the Kryn. It is the vortex of ascending from the Multiverse, and that it returns again and again. It must be that the world as a collective is ready to—"
Krynn? Where? Why? So What?

send, and yet there are individuals who are not. Each time Krynn returns, it strives to be free from those individuals who hold it back from its ultimate goal. That is why the Powers of Krynn left; not because they chose to, but because they were rejected by the multiverse. After that occurred, it began its attempt to ascend. Now each time the world returns, it rejects the multiverse and ascends to somewhere. Only the prepared will remain and then Krynn will no more return to the Multiverse.

Krynn must be studied to learn what we must do to ascend, but only from afar. Let’s get it right this time—return to the multiverse. And ya think there’s a point to that?

*Beware*

The world that is disappearing is appearing. Good. One less thing to destroy, and one step closer to total oblivion.

It’s always been good for entropy anyway. War, intervention by the Powers, famine, all entropy in action. I’m surprised it lasted this long.

*Benevolent*

Those poor Krynnish souls. If I could, I would pity them. All they have to offer is a lie, and they still cling to the delusion that it is real life. The world itself, though... it’s fading in and out. There is the evidence that the multiverse is the final stages of its purification, and it will soon achieve True Death.

Second Week of Retributus

Stop Press

Shaddai Ravage Limboan Burgs

THOUSANDS OF HUNGRY shadi assault the village of Bamstale. The cadet has already repelled three shadi attacks in as many days, at a great cost to the villagers. Reports also claim that the shadi clans of As Thou, Wil has been the Cadet. All three times, they tried to impose order on it. No wonder they have problems—they oppose what’s normal! See?

"Krynn isn’t that one of those things like a really broad smile?"

Acnolorth’s Introductory Lectures on Xa03 Theory

Acnolorth the Xaolitan was repeating an updated version of the lectures he delivered to the Hall of Speakers on his arrival in the Cage. He was acclaimed tales from the avid mathematician have already boosted membership of his sect, the Xaolitians, simply by word of mouth from those who were.

By popular demand, he has uncovered his notes and has revised them for fresh presentation.

Lectures are now also available in print, with a commentary by the noted Einspier, one of the most famous acnolorth. Feral Casser, an expert on chaos in nature, is planning to make an appearance later in the course. Tickets are 2 sp each, and each lecture will cover a different topic in the multiverse. The lectures will proceed on a weekly basis. Each lecture stands alone, but they build on one another over the course of the semester. In the multiverse.

Just today, Special Investigator Christopher Verdus held a public presentation on the grand scale of what he had discovered over his first few days of investigation. According to my research, the cadet’s methods used by the Cadet cannot be traced back to their original owners by either magical or tactical means. It states a great deal of planning and cunning on the part of the Cadre. Apparently, the boards are protected by a sort of non-detection spell.

S.G.I.S. - Second Week of Retributus