Refugees Overflow Hive

SIGIL—Thousands of refugees from the recently dismantled city of Jingling Hiter continue to fill the Hive Ward beyond the capacity of city services to deal with the influx. The already-crowded streets of the Ward are now completely blocked in places by squatters and bars made of window-panes and the new arrivals. Sanitation facilities and clean-up, which are marginal at best in the Hive, have utterly collapsed. Even the Dustmen are having difficulties keeping up with the increase in population (and the subsequent increase in dealers).

"We're just a stone's throw away from a sodden riot," said Fleeker Wipf, of the seldom seen Harmonium Hive Patrol. (Drag the Damned, a suspected Anarchist, was even heard to remark, "Where's a good-sized rock when you need one?" After being spied sneaking out the back of the Marble District Precinct, Sergeant DeMitt blustered, "Maybe we don't have the resources to address all these Lithuania problems right now, but we will soon! You mark my words, cutters!" He and his squad then beat a hasty retreat into the Lower Ward, where Harmonium troops appear to be massing.

The Blank Cahal, assisted by piles from several of Sigil's Upper Planar temples, have launched an all-out effort to find tips for the newcomers, and dampen the threat of accidental arson from the many additional cookeries being set up throughout Hive Ward streets. Alieka Sheevies, noted Hive Hiter philanthropist, said, "I just wish some of these idle-fisted rats from Hiter that've settled in the Market Ward would take a moment to think about their less fortunate compatriots. There'd be plenty of space and food for everyone if only some of those wealthy bloods would donate some of their precious time and effort. Perhaps even Zadar might think of lending a few green to the cause, since it was her acquisition of Hiter that caused so much of the uproar in the first place."

While the majority of Hiter refugees have settled in the Hive, many new merchant stalls have opened up in the Market and Lower Wards, manned by the wealthier Hiter immigrants. None of these high-ups agree to speak openly about the overcrowding in the Hive, however. Indeed, only a single fiend, speaking on condition of strict anonymity, spoke with SIGIL. "Don't worry about them, berks, mate," this cutter told SIGIL. "The Kytons will purify any filth that gets bumptious, even if they ain't in the City of Chains no more."

Several Kytons have been reported in the Hive Ward recently, but, as yet, none have made themselves available for comment.

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Shadi Horde
Ravage Outlands

OUTLANDS—As hundreds of struggling shadi continue to pour erratically from the Chaos gate in aXos, it has become clear to this cutter the intentions of this rapacious race.

Xanxost, a blue shadi, told me to report this message: "Hello mortal! It is time now to learn what we shadi are up to! Yes, readers of SIGIL, we have decided to go on a Great Chaos Triumph around the Outlands! If the mordrom— the cursed lawful mordrom— the hated is marched around the Ring of the Outlands, it will be a battle for all to see.

"If the mordrom marches around the Ring, we shadi can too! One yes! And with so much more style! Xanxost is spreading the happy word of Xaos, no, aXos, no, soXos—the happy words of chaotic things, so when the boys come in (who taste as bad as wocks... Xanxost has chewed their arms off many times) march their march (their hated, lawful march) they will see we are the greater."

Xanxost does not know what the other shadi are doing, though. He thinks they are following him, oh! Although some of them have SIGIL. "The Kytons will purify any filth that gets bumptious, even if they ain't in the City of Chains no more."

The majority of the so-called frog-friend share marched anti-clockwise around the ring of gate-towns, missing out Glomor but descending upon Sylvania and Faunid in great numbers. Lines of information have been completely disrupted by fluctuating zones of wild magic and portals which were once considered reliable have drifted at both ends. It seems the tasks carried by the beasts contain pure chaos-stuff, which have warped space and probably around the horde. However, it is believed that hungry shadi have devoured most of each burg's food supplies, and several local towns. It appears the horde is intent in traversing the whole of the ring of gate-towns. A further troop of shadi have reportedly reached the sixth ring in, on their trump towards the Spire. Unconfirmed sightings of the Curman mage De'Miro the Brattle place him either amidst or close in front of the shadi."
Controversial Opening

THE LADY’S WARD—Sigil’s best-kept worst-kept secret reopens this week after several years of closure. The Mute Arcane disappeared from the back-alleys of the Lady’s Ward after a series of rulings from the City Courts banning its curator, the medium Magnus Opus, from opening its doors due to “Potential Threat of Playing from Her Serenity the Lady of Pain.” This ancient law is invoked by the Gunners when they fear the Lady may take offense at something in the Cage and sly any Berk unlucky enough to be near it at the time. Protected by a gane reflection spell, cultist Tolohtih Harithon asked Magnus Opus why the Mute had been closed in the first place.

“Well, cutter, seems the Law-Makers didn’t like some of the darks I was spreading around,” she said.

“Particularly the ones about the Lady of Pain’s history. They shut me down, so I took an extended jaunt around the Great Ring, researching some leads I unearthed.”

Magnam Opus claims she did not know where the Mute itself went during this period, though it apparently reappeared on her return to the Cage, its rooms rearranged and very much cleaned. Perhaps the dahus took it away for a good dusting,” she explained. “I’d been a year since that old thing saw a lick of paint, and now she looks sparking new.”

The Mute reopens this week, according to Magnus Opus, because in her absence the closing order issued against it seems to have disappeared. When asked how this happened, Magnus Opus, a prominent Sigil factor, smirked, “When I want something enough, sometimes it just happens.”

However, the Harmonium Mover Malkolthen has been made a member of a refinement of the closing order, on the grounds the Mute is unsafe for mortals and cutters not protected by heavy-duty armor. In a statement before the City Council he claimed: “That place is a deathtrap, and no mistake. The harry medium herself admits it’s got a banhee, a dangerous gangycle, lurkers above and even vicious minor spirits inside. There’s no way a dungeon like that should be allowed to open to paying customers, even in Sigil!” This cutter believes the Cadre’s just butter that he won’t invite to the grand opening ceremony.

Magnam Opus reassures hardiers hoping to visit and learn some darks the Multiverse would rather they didn’t know, and little danger from the monsters alleged to lurk inside. “In three years of opening I only lost six visitors. But the Hardheads couldn’t even kit up for their Barrows, eh?”

The Council has not decided on a course of action as of going to press. (pg)

Verdue’s Reprimanded—“Ghex Corpse” Identified

SIGIL—In a press release, Harmonium Mover Four Tornat Shar sought to exert some apparent damage control in the wake of last week’s press releases published in SIGIL. The statement was seemingly made with the intent of alleviating some sort of discord within the Barracks. It also directly threatens cutters and newsgroup, particularly myself and SIGIL, with reprisals should we publish more false reports about the Harmonium. Here follows an excerpt:

“This office has not, and will not, condone the actions of Special Investigator Christopher Verdue in relation to his unauthorized release of confidential Harmonium documents to the public last week. Verdue has been reprimanded and placed on temporary suspension without pay for these actions. Effective immediately, Measure Four Rhynn Harstein will take over the Cadre investigation in his stead.

“As to your story, last week, the recovery of the body in the Hite Ward. This corpse was never identified as being the body of Ex-Special Investigator Harren Ghex by this or any other Harmonium office. It was, in fact, learned soon after recovery to be the body of a newly arrived Prime criminal named Nance McQuinn. Your blatant disregard for the truth in this matter has sent a powerful message to this and other offices of the Harmonium. Let it be known: The Harmonium will never stand by while we are maliciously slandered in the press. 

“Signed—Tornat Shar”

Although Shar denies in this statement that he approved the release of Verdue’s Report that we published in the last isue was clearly approved by his office. Does this signal some dissatisfaction in the ranks of Sigil’s most trusted enforcers of Order? Only time will tell. However, one would expect that the Cadre, and every other Anarchist’s, ultimate plan of tearing down the structure of Order could be better than some of our Lawbound factions might admit.

—Zelma Remick, independent cutter (pg)

Cutters and Artists Wanted for SIGIL

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

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SIGIL, the mortuarial megacorporation, is known for its mysterious and ominous activities in the city of Sigil. The company often receives complaints about its practices, particularly regarding the treatment of captives. In this issue, the Sigil Independent Global Information Service (SIGIL) reports on a recent incident involving the Mute Arcane, a secretive establishment known for its strange and dangerous inhabitants. The Mute Arcane has been closed for several years, but Magnus Opus, a prominent Sigil factor, has claimed that the closure order has disappeared. The Harmonium, another powerful entity in Sigil, has reprimanded the cutter who reported on the incident, Christopher Verdue, for releasing confidential documents to the public. The Harmonium’s special investigator, Harren Ghex, was not identified as the body found in the Hite Ward, which was a point of contention for Cutter Verdue. The issue of how much the Harmonium can be trusted and the role of cutters in reporting on these events continues to be debated in the city.
OUTER PLANES—Intense fighting in the Blood War over the past two weeks has kept scribes of the dead-book busier than ever. Uncounted thousands, perhaps millions, of fiends have perished in the numerous conflicts. The extermination and bloody-letting of the renewed fighting comes at the heels of a treacherous double cross. In the last days, word has gone out [ed note: see previous SIGIS articles for details].

Although sage hardly consider this round of conflict more severe many another recorded period in the War, this level of intense warfare has not been witnessed in several centuries. The fighting has even affected the course of the River Styx which has flooded into the Outlands particularly around the gate-town of Torch. (Chart of another flood near Hopeless has yet to be confirmed.) Interestingly, another couple of gate-towns, namely Rigeche and Rigus, have benefited enormously from the fiends renewed vigour in very different ways. In Rigeche, the Blood War relieve the bug from a siege by the Bastetan-led Rigan army, which lifted abruptly due to the Bastetan’s need for additionally troops at the front line in the Yu’ran. The high-ups of Rigus have also benefited enormously from the conflict in quite another way through bountiful out of local fruit bearing more trade with the Bastetan.

Naturally, the battles have taken a greater toll on the Tanari’i than the Bastetan, though both have suffered extraordinary losses easily equalling the population of many a Principality. Below we list a number of high-up fiends that chaos has seen wending from the leafless tree in the windless air of the Wasteland (among other Plane). Many more are likely corpses by now, but information of the dead is in the War is most difficult to come by, particularly among the Tanari’i. (Their lack of hierarchy makes it almost impossible to confirm count of any kind, in fact, it is more likely than the Tanari’i high-up death count is at least ten times higher still.)

[Ed Note: As this issue went to press, we are investigating claims that the witnesses who spoke with the chaos were Naxticians, and that they have recently arrived back in Sigil.]

We are following up on a report that Don Julio has been seen kicking in chains in the city of Dis in Bador. We’ll be sure to bring you more details of these events in the next issue.

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**Blood War Adds Volumes to Dead Book**

**Deaf-Booked**

Bastetan

- Duke Alcover Duke Alcover
- 122nd Division
- Marquess Andrielaphus
- 30th Battalion
- Duke Alcover
- 34th Division
- Earl Guvanus
- 57th Section B
- 801st Battalion
- Marquess Naburius
- 86th Battalion

Tanari’i

- Femal—Baldor
- Palmer—Baldor
- Oni—Baldor
- Coghtley—Baldor
- Ruan—Baldor
- Purse—Baldor
- Hagenetti—Nazepliner
- Bokh—Nazepliner
- Xoy—Marilih
- Focaler—Marilih
- Cap—Marilih

**Missing In Action**

Bastetan

- Gethery—Baldor
- Zark—Baldor
- Wegley—Baldor
- Firth—Baldor
- Demmman—Marilih
- Blackbeak—Marilih
- Geth—Nazepliner
- Ice Hurd—Nazepliner
- 38th Leger
- Aire—Baldor
- Dunge—Nazepliner

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Second Week of Narciss
Hive Hardheads Plagued By Xaosmen

SIGIL (Hive Ward)—The fact that Xaosmen factions members tend to tolerate havocs comes as less than a surprise to most planar travelers. But the intensity of the saex being inflicted on the Harmonium in their new Hive Ward kip, may give even a Cipher reader reason to reflect. The daily bombardment of magic, insults, buzzing insects, refuse and naevine has taken an obvious and tremendous toll on the Hive-head morale. Scuffles have even broken out among the lower Deckerment. There has continued allegiance to the principle of Harmony into question, and fueling chants that multitudinous defectors are imminent.

In order to better comprehend the stress of the situation faced by the Harmonium, I spent two days last week observing the activities surrounding the kip from a secure distance. During my observations, I witnessed at least thirty vocal incidents, varying from minor annoyances to life-threatening situations. The guards posted outside the case were subjected to swarms of flies and mosquitoes, protectors of buzzing trash. Magical fog (complete with haunting spectres and firecrackers), caltrops, oil slicks and even repulsified-digits engulfs by talentless bers from surrounding rooftops. After the fifteenth version of Morvun and Phineas to thepmother of a Dead Trinecolor. I was about ready to sign up with the Bleaker myself!

And the officers inside the kip fared little better. On several occasions, I spied high-ups streaming out of the building with cloths over their mouths and hands rubbing their eyes. Smoke or greenish, foul smelling gases made the case so unlivable, it was a wonder the officers even went back inside. (The most disgusting incident I witnessed must have been caused by a local sewage pipe flooding the downstairs around an attic peak.)

True, to come, however, the Xaosmen attacks I assumed most were Xaozmen, but there could have been a few Sinkers and a disgruntled (lupus in the lot) have proven entirely different. As a case in point, on the fifth day after the founding of the encampment, the were no incidents whatsoever from peak until the following peak. This actually served to make the Harmonium’s even more burning, magical fog particularly toxic.

As a result of the situation, I am pleased to report some progress in the negotiations. There has been an agreement to set up a temporary truce. The Xaosmen have agreed to cease their attacks and the Harmonium has agreed to provide some form of protection for the officers inside the kip.

—Maia Intuwood, caller (sk)

Three Casualties at Musee Arcade

OVER THE LAST WEEK there have been three casualties in Magnus Opus’ Musee Arcade, including a tiefing whose tail was amputated in an explosion. Harmonium Mover Mallowklot has repeated his demands for the Musee to be shut down, following reports of several injuries. Magnus Opus shrugged off accusations of the Musee being a deathtrap, saying ‘If cutters touch stuff they’re not told to, not to, they should expect bad things to happen.’

The tiefing was caught in a delayed-blind fireball designed to deter thieves in one of my galleries. The mishap was entirely his fault. And reports of the death of a dealer are greatly exaggerated. The pile merely lost his eyepiece and some of his hair.

Cutters visiting the Musee are warned to go adequately protected and not to touch anything that looks seedy.

—Maia Intuwood, caller (sk)

Stop Press

Fire in Hardhead Hive Hole

SIGIL (Hive Ward)—Last evening, a few hours before section time, a rage holing broke out in the Hardhead new precinct putting three factioers in the dead-book. The blaze must be enough to eliminate from the explosion of a small fire-hole that ignited inside a drain pipe under one of the newly renovated offices.

As fire raged through the building,噬菌体

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According to witnesses, the explosion produced a great deal more smoke than fire, but the smoke was particularly toxic and deadly.

‘The smoke’ smelled like vapours strung from the Lower Planes,’ said Zel’izimorl Atnar Xoll III, an ill-fated dignitary visiting the precinct at the time of the blast. ‘The smell reminded me of Gehenna’s first mount, really. I also had a psychic impression of what I believe to be a Catastrophist matter. It’s enough to make me feel I’ve been through tests of a fellow factioer’s. Naturally, we [the outside guards] moved to scrag any no-getting Crackers that might have planted the device, said Mover Two Jain Chrull. ‘Unfortunately, the souls we attempted to arrest and throw away some illusionary magics that really slowed us down. If they had下手 on more illusional matter, our compliances would probably still be alive.’

—Maia Intuwood, caller (sk)

S.I.G.I.S.—Second Week of Narciss