

# SIGIS

SIGIL'S INDEPENDENT GLOBAL INFORMATION SERVICE

Issue 14 Year 1

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Second Week of Narciss

## REFUGEES OVERFLOW HIVE

SIGIL—Thousands of refugees from the recently dismantled city of Jangling 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 barmies bumped out of their kips by new arrivals. Sanitation facilities and cleanup, which are marginal at best on in the Hive, have utterly collapsed. Even the Dustmen are having difficulties keeping up with the increase in population (and the subsequent increase in deaders).

"We're just a stone's throw away from a soddin' riot," said Fleagle DeMitt, of the seldom seen Harmonium Hive Patrol.

(Dreg 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 bashers ready to scrag all these lawbreaking berks right now, but we will soon! You mark my words, cutter!" He and his squad then beat a hasty retreat into the Lower Ward, where Harmonium troops appear to be massing.

The Bleak Cabal, assisted by priests from several of Sigil's Upper Planar temples, have launched an all-out effort to find kips for the newcomers, and dampen the threat of accidental arson from the

many additional cookeries being set up throughout Hive Ward streets. Allesha Sheevis, noted Hive Ward philanthropist, said, "I just wish some of those jink-ridden 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 Zadara might think of lending a few greens 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 agreed to speak openly about the overcrowding in the Hive, however. Indeed, only a single fiend, speaking on condition of strict anonymity, spoke with SIGIS. "Don't worry about them berks, mate," this cutter told

SIGIS. "The Kyttons will pummel any Hiters that get bumptious, even if they ain't in the City of Chains no more."

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

—Gert Rood, *Hive Beat Culler* (Mr. N)

## SILAADI HORDES RAVAGE OUTLANDS

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

Xanxost, a blue slaad, told me to report this message: "Hello mortals! It is time now to learn what we slaadi are up to! Yes, readers of SIGIS, we have decided to go on a Great Chaos Tromp around the Outlands! If the modrons—the cursed lawful modrons—the hated..."

"If the modrons can march around the Ring, we slaadi can too! Oho yes! And with so much more style! Xanxost is spreading the happy word of Xaos, no, aXos, no, soXa—the happy words of chaotic things, so when the boxy vuck men (who taste as bad as vocks... 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 slaadi are doing, though. He thinks they are following him, oho! Although some of them have

gone the wrong way. See you at the party in Automata, SIGIS reader-berks!"

The majority of the so-called frog-fiends have marched anti-clockwise around the ring of gate-towns, missing out Glorium but descending upon Sylvania and Faunel 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 sacks carried by the beasts contain pure chaos-stuff, which have warped space and probability around the horde. However, it is believed that hungry slaadi have devoured most of each burg's food supplies, and several locals too. It appears the hordes intend to traverse the whole of the ring of gate-towns. A further troop of slaadi have reportedly reached the sixth ring in, on their tromp towards the Spire. Unconfirmed sightings of the Guvner sage DeMiro the Erattic place him either amidst or close in front of the slaadi.

(jw)

## LIBATIONS HOLDINGS FLEES FATED TAXMEN

SIGIL—As Fated tax enforcers closed in on the offices of Libations Holdings, Ltd. early this morning, the Principals of the organisation fled through a shifting portal. According to witness, who wished to remain anonymous, these high-ups were accompanied by porters bearing large sacks, chests, and hand-carts full to bursting with jink, gems, and other precious items. The Principals apparently left a document behind which was recovered by Fated and Harmonium investigators. This document marked the official dissolution of the organisation with a lump jink payment that had effectively purchased Libations Holdings

from their many creditors and backers.

A Fated spokeswoman, Milla Watsgood, released this statement concerning Libations Holdings: The Principals of Libations Holdings Ltd. are wanted for tax evasion and fraud, including the failure to pay transactions taxes, awards taxes, sales and deed taxes, as well as defrauding backers, and possibly defrauding the Fated in false Assurance and Protection claims.

When asked to expound on various points, Ms. Watsgood declined to comment.

Libations Holdings Ltd. received a large settlement on a Protection and Assurance Policy a week ago, some

200,000 jinx in gold, when their primary holding, the Square Bar, was destroyed by the Revolutionary League cell known as the Cadre. Further investigation has revealed that the Principals spent the last week selling off all holdings in the Cage and in several Outland burgs, which consisted mostly of bub and flop houses. The Principals of Libations, Ltd.'s parent company, Three Rings, Ltd. are currently being sought by Harmonium and Fated investigators for questioning. No spokesperson for Three Rings could be reached for comment.

—Felicity K. Ghwar, *trades culler* (pw)

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# CONTROVERSIAL OPENING

THE LADY'S WARD— Sigil's best-kept worst-kept secret reopens this week after several years of closure. The Musée Arcane disappeared from the back-alleys of the Lady's Ward after a series of rulings from the City Courts banning its curator, the medusa Magnum Opus, from opening its doors due to "Potential Threat of Flaying from Her Serenity the Lady of Pain". This ancient law is invoked by the Gvnners when they fear the Lady may take offence at something in the Cage and slay any berk unlucky enough to be near it at the time. Protected by a gaze reflection spell, culler Toloshti Harbran asked Magnum Opus why the Musée had been closed in the first place.

"Well, cutter, seems the Law-Makers didn't like some of the darks I was spreading around," the medusa replied. "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'd unearthed."

Magnum Opus claims she does not know where the Musée itself went during this period, though it apparently reappeared on her return to the Cage, its rooms rearranged and very much cleaner. "Perhaps the dabus took it away for a good dusting", quipped the medusa. "It'd been years since that old thing saw a lick of paint, and now she looks sparkling new."

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

However, the Harmonium Mover Malkalotl has been pushing for a reinstatement of the closing order, on the grounds the Musée is unsafe for mortals and cutters not protected by heavy-duty ab-

jurations. In a statement before the City Council he claimed: "That place is a deathtrap, and no mistake. The barmy medusa herself admits it's got a banshee, a dangerous gargoyle, lurkers above and even vicious mimirs inside! There's no way a dungeon like that should be allowed to open to paying customers, even in Sigil!" This culler believes the Hardhead's just bitter that he wasn't invited to the grand opening ceremony.

Magnum Opus reassures bashers hoping to visit and learn some darks the Multiverse would rather they didn't know that there is no danger from the Lady of Pain "I removed her exhibit...for now", and little danger from the monsters alleged to lurk inside. "In three years of opening I only lost six visitors. Bet the Hardheads couldn't say the same for their Barracks, eh?"

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

# VERDUE REPRIMANDED "GHEX CORPSE" IDENTIFIED

SIGIL—In a press statement, Harmonium Mover Four Tonat Shar sought to exert some apparent damage control in the wake of last week's press releases published in SIGIS. The statement was seemingly made with the intent of alleviating some sort of discord within the Barracks. It also directly threatens cullers and newstrags, particularly myself and SIGIS, 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 unauthorised release of confidential Harmonium documents to the public last week. Verdue has been reprimanded and placed on temporary suspension with-out pay for these actions. Effective immediately, Measure Four Rhyns Hawtant will take over the Cadre investigation in his stead.

As to your story last week of the recovery of the body in the Hive Ward: This corpse was never identified as being the body of Ex-Special Investigator Havrm 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 Yancy McGuine. 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 Harm-

onium will no longer stand by while we are maliciously slandered in the press.

"Signed—Tonat Shar"

Although Shar denies in this statement that he approved the release of Verdue's Report that we printed in the last issue was clearly approved by his office. Does this signal some dissension in the ranks of Sigil's most trusted enforcers of Order? Only time will tell. However, one would opine that the Cadre, and every other Anarchists', ultimate plan of tearing down the structure of Order could be working better than some of our Law-bound factions might admit.

—Zeines Pauch, independent culler (pw)

# Complaint About Bloodheart's Rampage

Readers of SIGIS,

*There they go again! Once more, the criminal acts of the Sinkers disrupt the Harmony of our fair Sigil and lead to the death of innocent citizens. Bram Bloodheart's recent escapades in the Great Bazaar are an abomination; the berk is clearly addle-coved and should be locked up in the Mercykillers Prison. But once more, the Doomguard help some barmy, crazed killer (who by all rights should be housed in some Bleaker madwing) escape justice!*

*Does a faction that protects, nay encourages, such gross behaviour belong in the city that is the Nexus of the Multiverse? How come these sods persist in giving sanctuary to these terrorists, and why do we, the citizens of the Cage, let them?*

*Already a high-up from a prominent gate-town has been grievously injured and almost killed. How many more wealthy high-ups will the Sinkers be allowed to bash in their drive for disorder and decay? These actions threaten not only the lives of Casers, but the livelihood and the economy of the Cage itself!*

*I urge the Harmonium, the Gvnners, the Mercykillers, the Fated and even hip-owning Indeps and Sensates to pressure the Sinkers to release this Bloodheart into the hands of justice. We must show these berks that such behaviour will not be tolerated in this city.*

Signed,

Sir Omar Tyl

Merkhant Guild

Outland Trade Consortium

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

MUST BE LITERATE AND ON THE CASE

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

Applicants should contact the Editor, Scott Kelley

# CAMBION MURDER TRIAL COMMENCES ON PRIME

**PRIME (Crystal Sphere of Toril)**—Following our report two weeks ago on the arrest of the Cambion Don Julio, the case has taken some bizarre and unforeseen twists. We were prevented from reporting on the events last issue because of a Harmonium/Mercykiller news blackout, and the fact that our reporter, Blaze 'Blondie' Bluthheim, was temporarily detained for 'questioning'. She arrived back in Sigil two days ago with this report:

Here in Waterdeep, on the Prime world of Toril, justice is, apparently, a rare commodity. On the morning of the Don's trial, I managed to gain admittance to the very small visitors' gallery at the court, which was within a case known as Castle Waterdeep. (This is a fortress which seems to be designed to impress upon the people the might of the city's masked Lords.)

In the trial dock, the Cambion, Don Julio, sat silently throughout the three hour proceeding. The judge (known quaintly as a "Black robe") and his advisors heard evidence from a number of Sigilian sources concerning the circumstances of the assault, and the subsequent death of the victim, a githzerai named Franz. A member of the Xaoticians, who was native to Waterdeep, presented a death certificate from the Dustmen,

which, after a thorough examination, was deemed sufficient to verify the death of Franz. (The black robe remarked on the absence of a body, and had to be briefed on Dustman protocols.)

During the proceedings, the court heard the tale of how Don Julio had purchased a fiend's heart from a Sigilian merchant named Seamusxanthuzenus's at the Parts and Pieces on the evening of the murder, and how he used it to activate a little-known portal to Waterdeep. Julio and his confederate slipped through the portal, but were observed by one of the key witnesses to this affair. I have been asked not to name this basher, but I can report that she is a high-up of a prominent Sigilian sect. Apparently, this basher pursued Julio through the portal and witnessed the events of the next few minutes. (Why she did this remains unclear, though she claims she was, "unable to avoid being caught up in it all." Amazingly, the black robe had no arguments with this aspect of her testimony.)

After following the pair through the door, she claimed that she overheard the githzerai asking for payment for his aid in the cambion's mission. While he was counting his jink, however, Julio took the opportunity to trap the sod in Shifter's Manacles

and proceeded to shoot Franz in the face with a wheel-lock pistol. Finally, Julio pushed Franz into the harbour in an attempt to cover his crime. The witness promptly summoned the local watch, who were able to fish the grievously wounded victim out of the drink. At this point, the judge inquired what the cambion's business was in the so-called City of Splen-dours [i.e., Waterdeep]. He was told by a Harmonium member representing Mover Three Jasmin Tealybuck, the presiding officer, that that information was classified under Sigilian law.

While local officials attempted to resolve this impasse, the court retired for a short lunch recess. This was when the chaos really blew from Limbo. As I ate lunch in the same room as the witnesses, two of the witnesses and their compatriot, a half-ogre who had been in the gallery with me, slipped out of the case. Minutes later, the whole area was roused to arms by reports of a struggle in the detention cells. I quickly followed the guards who responded, and witnessed a terrifying spell-battle that left three women (whom I had not seen in the court) dead or critically injured. As the fog cloud cleared, Don Julio was briefly seen making a run for a descending staircase, with

broken manacles flying about him.

In the aftermath, a Myoshiman rakasta (cat-man) was arrested, as well as all civilians present, including myself. We were then detained for questioning for quite some time. It transpired that, all in all, three bashers had slipped the blinds on the courts—the same three people I had earlier spied leaving the dining hall. After my release, I asked a few questions of the local militia and learned that the stairs down from the scene of the fight lead to a burg known as the "Undermountain", a huge underground complex linked to the Grey Waste. Since this area is so incredibly vast (at least by Prime standards), the clueless decided that it was a waste of effort to pursue Don Julio and his fellow cross-traders. However, the Harmonium representative present issued an immediate 'dead-or-alive' mandate for the cambion's apprehension.

I stayed in town a few days past these events in order to garner as much as I could about the case before the news blackout was lifted, and see if any new interesting events transpired. Indeed, it wasn't long before more planars showed up in town. On the second day after the trial, some Mercykillers claimed to have arrested the cambion's accomplices and

thrown them into the "dungeon of Undermountain" as punishment. This seemed barmy to me, and later proved to be complete screeed. The next day, I met Clarion the Guardian [ed note: see previous SIGIS for chant on this basher] in the northern quarter of town, and he claimed to know the dark on the case, but declined to stay and chat. Also that day came the news that the arrested rakasta (identified as "Nine Auspicious Rabbits", a dis-graced former Mercykiller rumoured to be working for the Baatezu) had committed ritual suicide in his cell under suspicious circumstances. The Harmonium and Mercykiller officers involved returned home yesterday as did I, thinking it best to return to Sigil to await further developments and mull over the strange events in this case.

—Blaze 'Blondie' Bluthheim, *culler*

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

We are also following up chant that Don Julio has been seen locked in chains in the city of Dis in Baator. We'll be sure to bring you more dark of these events in the next issue.]

(ar)

## Obituaries

# BLOOD WAR ADDS VOLUMES TO DEAD-BOOK

**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 extreme savagery and blood-letting of the renewed fighting comes at the heels of a treacherous double cross trade in a prisoner exchange gone sour [ed note: see previous SIGIS articles for details].

Although sages hardly consider this round of conflict more severe than 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, most unnaturally, into the Outlands particularly around the gate-town of Torch. (Chant of another flood near Hopeless has yet to

be confirmed.) Interestingly, another couple of gate-towns, namely Ribcage and Rigus, have benefited enormously from the fiends renewed vigour in very different ways. In Ribcage, the Blood War relieve the burg from a siege by the Baatezu-led Rigan army, which lifted abruptly due to the Baatezu's need for additionally troops at the front lines of the war. The high-ups of Rigus have also benefited enormously from the conflict in quite another way: through bountiful cuts of jink off a booming merc trade with the Baatezu.

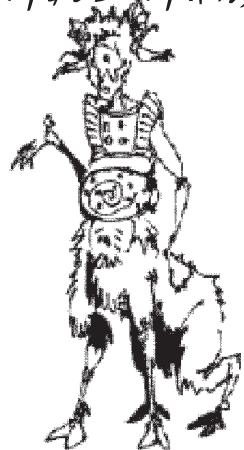
Naturally, the battles have taken a greater toll on the Tanarri than the Baatezu, though both have suffered extraordinary losses easily equalling the population of many a Prime sphere. Below we list a number of high-up fiends that chant has are swinging from the leafless tree in the windless air of the

Waste (among other Planes). Many more are likely corpses by now, but information of the deaders in the War is most difficult to come by, particularly among the Tanarri. (Their lack of hierarchy makes it almost impossible to confirm chant of any kind. In fact, it is more than likely that the Tanarri high-up death count is at least ten times higher than our figures indicate.) Thus, for both sides, we print only the names of the most high-up deaders for which we have good, solid dark. However, given the difficulty of procuring this information, and the true lack reputable sources, we take no responsibility for any inaccuracies, and we suggest that readers affected by this news seek out the dark for themselves. We also wish to express our sincere sorrow to the friends and family of all those who have perished in the conflicts. (sk)

## DEAD-BOOKED MISSING TO ACTION

BAATEZU	BAATEZU
Duke Allocer	Marquesse Cimeries
122nd Division	12th Section G
Marquesse Aandrealphus	Knight Ipos
30th Battalion	Division of the Pits
Duke Bune	Knight Aryas
34th Division	Division of Steel
Earle Gusion	Duke Procell
578th Section B	88th Battalion
Earle Morax	Earle Flauros
901st Battalion	6th Court Army
Marquesse Naberius	Duke Vepar
64th Battalion	555th Battalion
<b>ТАРАРИ</b>	<b>ТАРАРИ</b>
Forai—Bolor	Guthurg—Bolor
Paimon—Bolor	Zazq—Bolor
Ose—Bolor	Wegthy Bathot—Bolor
Gogothy—Bolor	Furth—Bolor
Ruam—Bolor	Demmmm—Marilith
Purson—Bolor	Blackscale—Marilith
Haagentii—Nalfeshnee	Geth—Nalfeshnee
Ronove—Nalfeshnee	Tor Guam—Mobydeus,
Xroy—Marilith	38th Layer
Focalor—Marilith	Alreth—Bolor
Gaap—Marilith	Durge—Nalfeshnee

HIVE HARDHEADS PLAGUED BY XAOSMEN



Agares, almost pummelled by nervous Harmonium

SIGIL (Hive Ward)—The fact that Xaositect faction members tend to create havoc comes as less than a surprise to most planars. But the intensity of the saox being inflicted on the Harmonium in their new Hive Ward kip, may give even a Cipher reason to reflect. The daily bombardment of magic, insults, buzzing insects, refuse and razor-vine has taken an obvious, and tremendous, toll on the Hardhead morale. Scuffles have even broken out among the lower ranks, calling their continued allegiance to the principle of Harmony into question, and fuelling chant that multitudinous defections are imminent.

In order to better comprehend the stress of the situation for the Hardheads, I spent two days last week observing the activities surrounding the kip from a secure location. During my observations, I witnessed at least thirty xoatic incidents, varying from minor annoyances to life-threatening situations. The guards posted

outside the case were subjected to swarms of flies and mosquitoes, projectiles of burning trash, magical fogs (complete with haunting 'spectres' and firecrackers), caltrops, oil slicks and even repetitious dirges sung by talent-less berks from surrounding rooftops. (After the fifteenth version of Morvun and Phineas' "Ode to the Bones of a Dead Tridrone", I was about ready to sign up with the Bleakers 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 that the poor sods even went back inside. (The most disgusting incident I witnessed must have been caused by a broken sewage pipe flooding the downstairs around anti-peak.)

True to form, however, the Xaositects attacks (I assumed most were Axosmen, but there could have been a few Sinkers and disgruntled Indeps in the lot) have proven entirely unpredictable. 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 Hardheads even more jumpy, since they had been so continually edgy from all the previous attacks. One cutter, an unusual looking bariaur named Agares, said he was accosted and almost pummelled by the Hardheads that day. "The sods came up to me quick like and started asking me all sorts of leatherheaded

questions: 'Why are you here, berk?', and 'You have anything to do with the noodle episode?' I told these bashers to pike it, I'm just a tout, but they brought me inside for some more addle-coved questions. I tell you basher, the kip smelled something bad."

After this continual barrage, it's a wonder the faction high-ups don't order a full retreat. After my observations, I no longer wonder how the faction came to be labelled the 'Hardheads', though I admired their focus and determination given the circumstances. Chant persists that the faction has alternative motives that keep them hanging on at least for now, and this motive may be related to the sounds of construction behind the kip that can be heard for blocks. Whatever is going on back there (and the faction ain't talking) it must be enormously important to put up with this kind of abuse, especially now that, on top of everything, the Hiter refugees have flooded the Ward in massive numbers (see Refugee article this issue).

Most bashers on the street believe the Saoxmen are getting their revenge after the comments of Harmonium Mover Four, Tonat Shar (see SIGIS Issue 13), and this is there way of saying 'Stay out of our Ward.' Although these comments may have been the initial spark igniting the fire of xosa in the Hive, I think most of the Xaositect factioneers causing trouble are now just out to have a little fun.

—Maija Intwood, culler (sk)

Stop Press

FIRE IN HARDHEAD HIVE HOLE



Zchtolmolkov Atinar Xoll III

SIGIL (Hive Ward)—Last evening, a few hours before anti-peak, a raging fire broke out in the Hardheads new precinct putting three factioneers in the dead-book. The blaze apparently resulted from the explosion of a small fire-bomb that ignited inside a drain pipe under one of the newly renovated offices.

VERDUE REINSTATED AS REAL GHEX FOUND

SIGIL—From sources inside the Barracks, SIGIS learned that Christopher Verdue has been reinstated to the post of Special Investigator on the Cadre case after he and an unnamed associate detained, arrested, and possibly wounded, Havrm Ghex. Though no official word of the capture has been released from the Harmonium, this culler has learned that, in fact, Ghex may have been secretly meeting with members of up to Ten Anarchist Cells in a Lady's Ward kip known as the Humble House.

The proprietor and owner of the Humble House, Cot Winsnot, reported that he recognised Ghex when he arrived at the bar with a large group of people. Winsnot immediately sent his servant to find a Hardhead patrol. Before they arrived, however,

Verdue and his associate, a burly Bariaur of black hair and skin, barged in and started a row. The patrol arrived as Verdue and the Bariaur were dragging the kicking and screaming ex-Investigatior out into the street. Mr. Winsnot says that Ghex might have been wounded in the row, and had no recollection where Ghex's companions made off to.

All this leads suggests that the Anarchist's have deeply infiltrated the Barracks once again. Could the purges of two weeks ago have had something to do with that as well? Are the Cadre actions a grand distraction to further a deeper Anarchist plot? Rest assured faithful reader, this culler is with the story to the end. You'll know the dark as I do.

—Zeinas Pauch, independent culler (pw)

THREE CASUALTIES AT MUSEE ARCADE

OVER THE LAST WEEK there have been three casualties in Magnum Opus' Musée Arcade, including a tiefling whose tail was amputated in an explosion. Harmonium Mover Malkalotl has repeated his demands for the Musée to be shut down, following reports of several injuries. Magnum Opus shrugged off accusations of the Musée being a deathtrap, saying "If cutters touch stuff they're told not to, they should expect

Bad Things to happen. The tiefling was caught in a delayed-blast fireball designed to deter thieves in one of my galleries. The mishap was entirely his fault. And reports of the death of a kender are greatly exaggerated. The pike merely lost his eyebrows and most of his hair."

Cutters visiting the Musée are warned to go adequately protected and not to touch anything that looks singed. (jw)

GODSMEN STAY OUT OF WILL OF ONE CONFLICT

SIGIL (Lower Ward)—After lengthy discussion with Ambar, Factol of the Believers of the Source, Factol Terrance of the Athar emerged from the Great Foundry expressing deep disappointment to waiting cullers. In a general statement, he announced that:

"We are of course disappointed by Ambar's refusal to involve himself in our attempt to curtail the actions of the Will of the One. We had hoped that he would use his inestimable reason and influence to help us redress the fragile balance of our city, but alas this does not seem to be possible."

When asked about Ambar's reason for taking this decision,

Terrance is reportedly said, "He did not consider taking the action I recommended to be compatible with the philosophy of his faction."

Lhar, when interviewed on this matter, seemed similarly close-mouthed. His view of the affair?

"Well, I hate to say I told him so, but, well... obvious really. 'Faction Philosophy' my tusks... they just didn't want to work with Bleakers, is all. Fine by me. I reckon the Bleakers and the Defiers have enough clout of their own to carry this case through, and if they don't, well, so what?"

SIGIS will carry more news of the Athar-Bleaker campaign as it occurs.

(ps)