Rigan Armies Devastate Tir Na Og

SIGIL—Reports of pitched battles between the armies of Rigan and the petitioners of Tir Na Og have been streaming out of the Civic Festival at a furious pace. The Serenissino, who actively involved themselves in helping to protect Outland forces (through Lady Darkflame Montgomery’s Guardianship), have turned their eye into a massive triage where shamans and priests work all hours of peak healing wounded. The cries and the means of the injured and dying could be heard throughout the ward and the urgency of the situation has propelled shamans with still open wounds to stagger back through the portals in the hope they might save their desperate comrades.

A few of the sods too injured to return told SIGIS the chant on the invasion. They described legions upon legions of bloodthirsty goblins, hobgoblins, Tieflings and even bladefingers spilling through Celtic and barbarian village killing and burning everything in their path. The villagers, with help from the Guardianship, put up substantial resistance to the fiendish forces but were forced to retreat under the massive press of bodies.

“We were completely outnumbered by the sods,” said Glin, an Ileayan fighting with the Guardianship. “The ground was littered with lost berserk, mostly goblin and hobgoblin fodder, and still they kept coming! The bladefingers were the worst: Nothing seemed to touch those sods and they kept blowing themselves all over the place. They didn’t seem to care who they hit, friend or foe. I was lucky to stay out of their way without one of those berserk blow his skin off right in front of me.”

Dach Telthorm, a Senate high-up in the Guardianship who was critically wounded in the battle, had a very different angle on the fighting. Telthorm told SIGIS that her regiment had confronted a deadly squad of Bastetin in the midst of a stone circle.

“I must confess to the magnificence of that sight,” she recalled. “Screaming abuish dove low over the stones hurling flies of fire while barbatu closed in over the hillside in a perfect V-formation, their glaves whirling and slashing and cutting us up like the blades of Acheron. Magical wards and barriers staved off the Bastetin for no more than a few minutes at best. We held for a time under Glorion’s leadership [archon general of the Guardianship] but we were forced to retreat when a bunch of bastardin snow made of razor sharp flakes sliced through our ranks. A trumpet anchor from Mount Celestia said she witnessed a small band of fiendish sorcerers. I think she said amazia, conjure up the storm. These bastards were real Blood War veterans. A lot of brave cutters were written into the death-block on that hill.”

SIGIS told Telthorm that other berskers reported the villages were surrounded by non-fiendish forces and asked her if she knew of any reason the Bastetin would be so concentrated on that hill.

“As I recall, the fiends were really intent on reaching the [stone circle],” replied Telthorm. “Once the Guardianship abandoned the summit, most of the fiends gave up the pursuit. That is with the exception of the barbatu and some abuish who were too overwhelmed with battle just to quit. We turned the wheel in tactical maneuver on the sods down in a vale on the other side though, and the archons dealt with the abuish. I don’t know why they wanted that hill so badly. Maybe the Rigans were all just decaying for all I know.”

Mechant Offer Bounty as Unrest Persists

SYLVANIA—The merchants got accustomed to the fact that a reward will be offered for information leading to the capture of the archon and his entourage, we’re told. Emily Telmarc, the guild member who helped to round up the archon and his entourage, is a woman of honor.

“My store is good,” she replied. “I can build again for it was only made of timber and stone. It was my house and home can be rebuilt as well. They like my store and took my wine, but that too is ephemeral and there is no desire for grapes. All this I can accept, but the bloody murderers also took my daughter, my precious and beautiful child. What could have been done to prevent that?”

“I need every shred of information leading to the capture of the archon and his entourage!” Emily Telmarc, the leader of the Trials, said. “I need every shred of information that can lead to the capture of the archon and his entourage!”

“If the noising like toosing water onto a skillful full of grace,” said Angus Mal- don, recently deployed resident of Sylvanian. “You hear the crack, you might even get burned by the hot oil kicked up, but by the time you look, the crack is gone.”

—Reported by Marsha Dara Capella (RI)

Attention! Cullers Wanted for S.I.G.I.S.

MUST BE LITERATE AND ON THE CASE

Applicants should contact the Editor, Scott Kelley

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The original SIGIS is in HTML format and is hosted at http://www.minir.net/ a site maintained by Jon Winter. The SIGIS in RIT is hosted at http://www.geocities.com/TimesSquare/Arcade/6827/ A Hofheinze Heinz’s site.
TOKIL’S TIME OF TROUBLES

WHY SHOULD WE planar wars give a flying sod about Tokil? After all, it’s just some backward, warlike order of strange, unremarkable except for its greater-than-average concentration of portals and gates, and the greater-than-average ignorance of its wizards, right?

Well, you’ve heard the real chant about the so-called “Time of Troubles” that recently befell this multiversely insignificant prime, you’d not be quite so complacent, either. See, they say that Ao, the OverPower of the Tokil Crystal Sphere got mightily annoyed at the losers’ Pantheon (a group of powers is isolated from planar politics in general, but growing in influence), and cast them from the outer planes to walk the surface of the Prime.

Now forgive me for sounding surprised, but Powers walking the Prime? Sounds like a bit of a breach of the old planar law there, don’t it cutter? That’s not considering the chaos that was wreaked on the sodding world of Tokil, or the opportunities created when several of the Pantheon’s powers were actually needed in actuality, they’ve been replaced, and their corporeal drifts on the Astral, but while a Power dies (even if it was only a Tokilian power) planar bloods can’t help but talk about it.

Mystery Explosion Rocks Courthouse

THE LAST OF THE Xast-locids have abandoned the “spoke” project, and both construction sites are deserted. The hall of the project near the Great Door is in dire straits, having been seriously unstable, however, and the Hammonium seems to be waiting for its upper levels to fall in, which is not much help to the Dhaus before allowing evacuees to return to their homes in the vicinity.

SIGL—An explosion rocked the City Court today, killing one Gunwer and injuring several others. Squads of Harriers were quickly on the site area, scraping every peering looking washer around the Court. No magical dwemer was detected around the blast site, leading investigators to believe the explosion was mechanical in origin. In a statement released just after the blast, Factol Hashkaar said... (18)

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SIGI’S INDEPENDENT GLOBAL INFORMATION SERVICE

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Spireward Trading Co. is currently hiring to fill new positions in Faenul.

Openings exist for loggers and trappers. No prior experience necessary. Those interested should apply at the offices of Spireward Trading Co. at 12 Aurl Square in the Lower Ward. Pay for loggers is 3s. per day. Trappers will be paid depending on number and quality of furs acquired.

PrimeTime

SANCTUARY SURPRISE Marks New Cycle

THE SITUATION AROUND the two halves of the now-abandoned Xast “spoke” is degrading rapidly. Some of the Xastlocids began growing the structures, whereas a small group at the Hall of Records side has begun to erect a small windmill on top of the unfinished spoke.

Over one-hundred and fifty Xastlocids have been apprehended by the Harmonium and are expected to be charged with over thirty-four breaches of the Sigil Criminal Code. (18)

StopPress

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