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RIBCAGE SHIPMENTS HALT AS CARRIERS STRIKE

RIBCAGE - Commerce ground to a halt today as the carriers and porters of Ribcage refused to work, protesting the arrival of the ambassador from Fortitude, Lord Donald map Gwyllyn. The strikers, protesting what they see as the arrival of a "corrupting influence" refused to ship any goods and instead parked themselves and their wagons in order to block heavily travelled streets, making theburg difficult to navigate. Though the Blackguard cleared the streets by mid-morning, it remains uncertain when normal cargo service will resume.

The reaction of the Senate to the ambassador’s arrival was mixed. Lord Tordon von Hapston lead the attack on the establishment of the new embassies, claiming that "they (the embassies) will not only pollute the culture of Ribcage, but will serve as a magnet to draw in outsiders who will flaunt our laws and sow dissension among the commoners. He was strongly backed by Senator Fiquesh von Nivrum, who, a champion of the strike, is the organizing force behind the strike.

Ironically, Fiquesh belongs to one of the youngest of the Senatorial families who immigrated to Ribcage less than 200 years ago. Lord Belfar von Tumstuck, on the other side, supported the establishment of the embassies arguing that "With the agnate son of Rigan looming so close at hand, it is ever more important that we maintain our solidarity and strengthen our ties with our allies."

He went on to add that despite the espoused reasons of the protesters, he suspected that "with the exception of our estimable Lord Tordon von Hapston, I believe the matter to be more one of taxes to support the mercenaries than of any disruption the embassies might bring."

Lord Parans has given the protesters two days in which to resume work before he orders retaliation from the Blackguard. Although Lord Parans continues to rule Ribcage, since the assassination attempt many cutters have wondered if Parans may be losing his grip on the reins of power. (RM)

Eber Wilkey, editor

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Seon Kelley
Ron Winter
Cheri Nichols
Chris John Beord
Paul Smith

Submissions by
Seon Kelley
Ron Winter
Cheri Nichols
Chris John Beord
Paul Smith

leclay@ucr.edu
million@goblue羲loede.com
moros@tuyriliz.com
darly@sehor.rax.edu
drocar@auv.sx.edu

dg@ucr.edu
ron@quaterion.com
cheri@sehor.rax.edu
chris@quaterion.com
pwill@sehor.rax.edu

Historic Pact Between Rival Factions

SIGIL - After two solid hours of delicate negotiations, Feltol Rhythys of the Timmendoct Order emerged suddenly from the halls of the Gymnasium to announce the most unlikely of facts. “As of this moment, the Doomsquad and the Society of Sensation have agreed to join forces in the Outlands in order to combat the invading armies from the gate-town of Rigan,” stated the Facetol. Having said her piece, Rhythys motioned to a nearby Gvunner, Tenetmas Al Karak, to step forward and reveal the fate of the continent as it quickly retreated into her facetoon’s kit before any of the cullers might question her.

Al Karak, a factor of the Fraternity of Order who acted as scribe and notary at the meeting, read the contract aloud to waiting cullers. “The terms of the agreement are the following, ‘informed Al Karak reading from a lengthy scroll.’ Approximately 3,000 Doomsquad warriors, led by Doomsquad Factor Alex Jehad, shall engage the Rigan army alongside the Lady’s Guardianship (Society of Sensation) under the overall command of the Guardianship.

Doomsquad factioneers shall remain in Tir Na Og until either the Rigans are repelled from the land or until the Guardianship has sounded a call to retreat. The Doomsquad shall maintain hold on all spots surrendered by the Rigans over the course of the conflict regardless of their origin and the Doomsquad reserves the unconditioned right to retreat should General Jehad order this necessity.”

SIGIS had learned of the meeting between the two diametrically opposed factions barely an hour before anti-peak when the historic discussion took place. Word leaked out of the Lady’s Ward of a Sinker procession heading round the Cage towards the Gymnasium lead by Facetol Parans herself.

A weary counter, running between the Armoury and the Civic Festhall, paused long enough to relay some of the chant to SIGIS caller. “Parans sent word to the Senates offering his faction’s services,” panted the courier breathlessly. “I think she saw something in it for the Sinker and the Senate bashers were just too desperate to tell ‘em to f–k it.”

Not long after Rhythys made her announcement, heavily armed Sinker forces all over the Cage congregated at the Civic Festhall in preparation for departure to the Outlands where they will commence operations under the command of Alex Jehad. Jehad, a Ysgardian giant, has apparently left her home in the gate-town of Gloriamont the bequest of Facetol Parans to rendezvous with her troops in Tir Na Og.

Matja Inkwood, caller (PM)

Cullers Wanted for SIGIS

Must be literate and on the case.

Applicants should contact the Editor, Scott Kelley

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**TRADEGATE LABOURERS PROTEST NEW ARRIVALS**

TRADEGATE - A collection of labourers, craftsmen and farmers petitioned the Parliament of Tradegate today to establish laws preventing transients from taking work within the borders of the burg. This is said to be preventing recent immigrants from "stealing" work from the locals.

The petitioners claimed that they are many to be the cause of the problem. Many of the older, more established merchants, most notably Arise the Black, were also present at the scene, and many by far the number of immigrants entering the burg has risen sharply. Adding to their fiscal woes, the cost of basic supplies such as grain and salt are soaring as merchants raise their prices to match demand.

"I don't know what I'm going to do," griped Alger Bogler, a local cobbler. "I'm not so badly off as some, since I've not got my hand. My grain brings good price, especially with all the three-cursed Dustman jink floating around, but I've only got a half yardland. I was counting on hiring out to the larger holders, but with all these foreigners, a cobbler can't easily find work."

Many of the townsfolk, like Alger, blame the Dustmen merchants for their current problems. A number Dustmen have set up their kips in Tradegate and are actively trying to lure some of the bolder individuals, though there are unconfirmed rumours that the deal requires the sacrifice of more than one gold. Arise the Black, the most public of the merchants, claims almost exclusively to the new arrivals, making his obvious target of the Tradegate collective. Black maintains that she has done no crossing and that she is perfectly within her rights to send her jink in this manner.

"Way I sees it," snapped Arise heatedly when question by SIGIS, "those suckers just can't stand the competition. If they can't make the cut, they should cry in their hub instead of to Parliament and leave honest merchants like myself alone."

Parliament has not issued any decision as yet, but a compromise on the matter is expected.

-Jacob of Ailemeare, author (rm)

**SPIREWARD OF FORTITUDE - Chart of an unbelievable nature has filleted in from several Indoey villages near Fortitude. Apparently, many bashers claim to have seen a priest by the name of Crellis, who purportedly worships the lost god Aoskar. While this is in and of itself not surprising, what is unusual is that Aoskar appears to be receiving powers such as a priest of Aoskar would. This has caused great confusion in those who have come across the event, causing them to wonder if Aoskar is truly dead.

Several other priests who witnessed the Aoskar's appearance confirmed the fact that Crellis did, in fact, exist. priestly magic when he formed a gate to the plane of Runed, just outside of town. So far, the gate has shown every sign of being perfectly stable.

Town officials are worried, and with good reasons. First, the portal to the plane of Runed has the potential to disappear and it is a two way portal. Secondly, even if Crellis is not a priest of a supposedly dead god, he may one day return. However, Aoskar, perhaps, a permanent, two-way portal is evidence of extraordinary power and he may possess that power.

Thirdly, it appears that the priest's activity has attracted some plant life, that in a few large patches of the strange plant called Aoskar's Folly have appeared in the area around the portal and have started spreading toward the burg. One resident was heard to comment that, "We have a supposed priest of a dead god and we have his plants showing up within a day. If its myths show up, Im making a break to the safety of Sigil!"

Reactions have been mixed to the possibility that Aoskar has returned from the dead. A number Dustmen, local fisherman of the Athar surre no that "if that cosmic deception" was drawing down divine power. He was probably drawing down strength from Jarus, a Prime god of portals, while making the rituals for Aoskar.

He seemed very flustered by the possibility that one of the "great deception" might have come back into power. The local Dustmen were of the opinion that, since he was already dead, he could very easily be revived. The Harminsum officer present commented that Crellis would be allowed to preach as long as he did not break any laws.

Town officials have posted warnings for any information on the priest's background, or on the nature and location of the Isle of Aoskar in the Astral. They are also willing to pay those who help keep the Folly several miles away from the city. Further developments on this story shall be provided to SIGIS exclusively an beaks.

-Khalafirshad, priest and warden, culler (GJ)

**IS AOSKAR DEAD?**

**SEVEN MORE SIGNERS KILLED BY FOLSON**

ANOTHER SEVEN MEMBERS of the Sign of One are dead today. Unlike the first two assassinations, these are all believed to have occurred at different times and in different places. There is apparently nothing to link them together except for their faction allegiance, and the fact that each of the last six knew one or more of yesterday's victims.

Mover Tens refused to comment to SIGIS callers on the case. A deputy told callers that food poisoning had been ruled out and this was certainly a case of multiple murder.

The Sign of One has offered a reward of five thousand jinx for information leading to the capture of the assassin, and allegedly employed a team of priests and piorcists to probe into the matter.

Stop Press... **ASSASSINATION FEVER GRIPS CLERK'SWARD:**

IN AN HORIZON acceleration of the assassin's pace, 16 members of the Sign of One die yesterday, all showing symptoms of poisoning. The case is particularly disturbing considering half of these individuals were the piorcists and priests employed by the faction to investigate the matter. According to sources in the faction, the Harminsum are no closer to finding a granster.

Rumours as to the nature of the attacker are rife in the Clerk's Ward. The two most frequently-tasted refer to the Black Cahal, long known to dislike the Sign of One, and the Lady of Pain herself, retaliating a fill the recent formation of the controversial Will of the One.

Pristine, water genasi and high-up in the Will of the One commented on these allegations saying: "The Lady Flays. She does not poison. Find someone else to pin your blame on. Berts! Besides, none of the Will of the One are among the victims. Go figure!"

A number of listeners are said to helping the Harminsum with their inquests, and the Harminsum's Barracks are full to bursting with Signers seeking protectiv custody. (jw)

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