OUTLANDS - After five continuous days of fierce fighting, the invading armies of Rigans retreated from Tir Na Og yesterday leaving several Celtic towns in smoking ruins. The arrival of more than three thousand Doomsday cutters, under the command of the giantess Alea Jethad, early in the third day of the fighting appeared to tip the scales in favor of the Clan and the Lady's Guardianship (a Senate military organization based out of Sigil). Together the Senators and the Celts loosed the Rigan's hold of the Outlandur barges, Delany and Gywllach, and put thousands of Rigans in the dead-lock.

"I was pleasantly shocked at the ease of which we [the Guardianship] were able to coordinate with the Doomsdayguard," said Dach Tchlorem a Senator commander in the Guardianship. "I trust my Faélsome Inceptorhip but I was more than a little partial of seeing my command with several hundred violent cutters whose beliefs are such the antithesis of my own. I thought for sure we'd be paying to the Billies, I certainly couldn't have been more wrong. The Sinners were magnificent warriors - they planned exquisitely, executed brilliant tactics and really put the fear into the Rigans. A few of the Sinners were a little too bloodthirsty for my liking but the faction made an enormous difference in the battle."

According to sources within the Celtic militias, Doomsdayguard general Ales Jethad used the natural and supernatural hazards of Tir Na Og against the Rigans to deadly effect. The Sinners, allied with the Celts, used false retreats and ambushes to harry large numbers of the Rigans in dead-end canyons and in front of caverns where they were quickly put in the dead-lock.

In a masterful stroke, Jethad herself led a charge from Westcote that caught a large Bane-ruled battalion completely off guard, throwing them to the veritable masses. Jethad's warriors and rangers forced the Rigans down some slippery slopes into the Power Morrigan's bloody field where nigh-invincible petitions nipped them to death. (Witnesses say the bloody field seemed incredibly large as if the conflict caused it to swell far beyond its usual dimensions. Some told SIGIS it felt Morrigan's field "hanged" for the daughter but this report may just be hazy scared.)

Although the Rigans were eventually repelled, they wreaked extraordinary devastation on several Celtic barges. The towns of Delany and Gywllach on the edge of Loch Fierie were hit the earliest and the hardest of the hot. All of the buildings and homes in both barges were destroyed to the ground after being engulfed by several saleable items. The barges of Mairnhead and Donall also suffered tremendous devastation and few kips in either town stood after the fighting ceased.

Brion Corwyn, a priest of Nanda living in Gywllach, returned only to find his case a pile of ashes. "The bloody fiends boiled everything that hollied to the sodden walls. When I heard that the fiends were making for Delany, I sent as much of the temples valuable as I could off to Muirhead with some of the parishioners. We're pretty isolated here in the Outl

SIGIL - Another bomb attack against the City Court, today killing ten, including a Harmonium officer named Gullen Berkritz. In a calculated move, the perpetrators set off explosions on both sides of the City Court's exterior courtyard. A third incendiary device detonated in the centre of the courtyard, injuring those who attempted to flee the blasts.

Twenty were treated for burns, many severe, and wounds from shrapnel. Amazingly, a fourth device, also believed to be incendiary, failed to go off and was recovered by the Handholds after a thorough search of the premises. No word yet on what this device might yield to the investigation, but Captain Havngh Ghex had this to say:

"With the death of one of our officers, the Harmonium will redouble its efforts to find these cowards. The recovery of an intact explosive device, as well as some other lines of investigation, have given us solid evidence to support the claim that the Anarchist group known as the Cadre is behind this incident. If any of them are reading my quote, know this: We are coming for you and there is no escape. You may flee to the deepest pits of the Abyss, and we will still scorch you. The law will be upheld, on this you can count.

Captain Ghex had no comment when asked how the Cadre managed to set the explosives while an entire battalion of Handholds guarded the Courts.
Spellslingers and Swordswingers wanted for long term employment. Cutters must be wise to the ways of surviving and fighting in the Astral.

Healthy jink will be offered to cutters who're tough enough. Enquire at the Red Lantern in the Lower Ward, and ask for Grax, a tiefing. Clueless, githyanki and investigating the case selected several hundred factioneers to guard the Council Chambers, and specified that the least imaginative members of the Council must be the first to be chosen.

The Harmonium has also called for any non-Signers who know the forget spell to come forward. A flat rate of 100 jinx per day has been offered to any and all such cutters, though strangely, priests and healers offering poison neutralising services for free have been turned away. (p27)

Announcements — No Reason to Panic says Factol Sarin

FACTOL SARIN of the Harmonium this morning announced that there was no reason to panic over the recent reports of the ever increasing number of dead.</p>

FAUNEL — Loggers employed by Spireward Trading Co. were driven from their lairs earlier this morning by a raid of angry Spirewarders over the Verdant Guild's staking of logging crews around Faunel. The attackers, led by the strident Errol Greenleaf and Jonathan Forrester, fell upon surprised labourers, killing one and wounding several others.

The wounded were carried to the Dancing Bear, a local tavern converted hastily into a field hospital by its uninjured owner, William Barr. As of this time, only attacks on the loggers were confirmed, though a number of trespassers are missing and presumed lost. The assailants by the "Guild's" are commonly believed to be reprisals for Spireward's recent cutting of the forests around Faunel. Master Whycoate, Spireward's high-up, publicly offered a bounty on both Greenleaf and Forrester amounting to 3,000 jinx each and has promised to hire guards to defend the workers. Master workers have attempted to continue logging if guards are provided, but all were clearly shaken by the encounter.

"It was awful," recalled Taran Morcek, a worker wounded in the fighting. "It was like one of them dreams where time goes real slow, like one second. I'm raising up my axe, the next I get an arrow stuck in me shoulder and I get time to think 'they're an arrow in my shoulder' and then the pain hits. The next un gets me in the hip, and I'm down in the world twisting crazy like, and then they're on me, kickin' me, beatin' me with my own ax. Errol, he tried to stop em, and they wad him into the dead box. Saw him cach one in the groin I did, bloody bars, then they done stick him again in the chest to shut him up but good. His screams I hearin' still. I want to beat them bars. Stick 'em with some arrows, see how they be liken' it. Master Whycoate, I hopes he done find us some good to do it, too."

- Donald Kung, ciderer (rm)

Buccaneers and Artists Wanted for S.I.G.I.S.

We are in search for interior artists for upcoming, recent and previous versions. © Remains with the artist.

MUST BE LITERATE AND ON THE CASE.

Applicants should contact the Editor, Scott Kelley
Sylvania – Rising again in the burg after a short period of relative quiet when some heifers discovered that a yandel (yet to be identified) had descended a shrine to the Power Labels Encres. The shrine consisted of a dipping silver oak planted on holy soil which the yandel sought and burned. Worshippers of Arvantor responded by assailing supplicants of the Greek pantheon throughout the city.

A statue sacred to Dedmer was shattered, presumably in retribution, which only served to inflame the rising further. Priests of both pantheons were purged, as the Powers seemed either unwilling or unable to reveal the identity of the perpetrators. Some have taken the silence to indicate approval of the crime.

Today the rising took a much more serious tone and battles are being pressed viciously throughout the burg. Dispatched by the Banking, the Council of merchants has announced plans to patrol the streets of Sylvania and has hired a number of moderns to construct barricades and renovate an old amphitheater. When pressed for details, guild members would only say that any efforts on their part would not "compromise the so-called peace."

— Marcopto Di Capella, culler(rum)

Sigil: Cullers Found Hanged

Ribble Caged – Sigis correspondent Eber Willburg was found hanged today in his cell by Wheelwright St. The body, discovered by a messenger, dangling from the railings of his small attic apartment. The Secret Service declared the incident a suicide despite the fact that the body looked severely battered. When asked to explain this discrepancy, Gunther Linn, the officer in charge of the investigation, indicated that Eber had fallen many times in his attempts to hangle himself and declared that Eber was probably hanged.

"You should have seen the number of rope’s hanging from the railings," said Linn. "Most had loops far too small to fit over his head; perhaps no more than a wrist at best would fit through those. Only an idiot or one deranged would try to kill himself with something like that. And the floor below was battered and bloody as if he had hurled himself there repeatedly! We in the Secret Service suspected Eber was not in his right mind when he suggested that Lord Pencro, may he live long, might be ‘losing his grip on the reins of power’. Apparently, Eber did not realise he had sunk this far. Only the seriously disturbed would say such a thing, don’t you think?"

— Gustav Tomn, culler (Ru)

Planar Chant—Looking Into the Dark of the Fillhid Empire

Looking Into the Dark of the Fillhid Empire

Perhaps, today in this phase of time you might ask: "What is the Fillhid Empire really like?" After all, the Fillhid Empire is composed of a whole host of independent planets that are generally thought to be activity, and there is little known about them beyond their outward appearance. The Fillhid Empire is an empire that is shrouded in mystery, and there are few who can say how they operate or what they are really like.

The Fillhid Empire is composed of a number of planets, each with its own distinct set of inhabitants and cultures. The Fillhid Empire is known for its advanced technology and its ability to maintain a high level of commerce and trade. The Fillhid Empire is also known for its rich history and its contributions to the development of human civilization.

— Marcopto Di Capella, culler(rum)

Magnum Opus: Musee Arcane

Fourth Week of Accordant

SIGIS — Page 5
Planar Chant

Looking into the Dark of the Illithid Empire

Ilithid method of assimilating non-ilithids is into their own. The Race of their People?
The Ilithids were said to not have much in common in the way of the planes, they had very little in the way of gods, and only knew the planes of death and destruction. So the Ilithids beliefs did not have a significant effect on the planes, but it did have some gods though.

There were two Ilithid powers, Illusien the supreme Ilithid who was one of the most powerful and mercurial of all powers. The other is Mercurecoin, quite possibly a Ilithid that is godhood, it's unfortunate that the soul isn't around anymore.

One theory points to the fact that all Ilithids come from one extremely ghastly blastauz campaign conducted by all Ilithids that all have transformed into a plane or a place. Illusien died and then started to revere him.

Another says that Illusien just is, much like how many other gods are. So he just transformed into a plane. He is the one that created the plane and started to revere him.

Now here I go back to the Cult of the Ancient God, that powers aren't all that divine. Another bit of a Cult I hear is that the squids wanted to make a "supreme brain," perhaps they wanted to do so to create a massive telepathic network that could span across all cubes, and planes or perhaps they need someone. One that could rise above them because they saw conflicts in ambitions for the power of a particular Ilithid race.

The creation of Illusien in this theory was said to be the greatest achievement by this ancient empire. Certainly Illusien is said to know almost all their is to know of in the multiverse, every Ilithid is also a said to be a proxy of the elder brain, as it can see through every Ilithid (and Illithid). Mercurecoin was an individual among the squids that rose to the rank of a power. It became a rival to Illusien, but was never able to rise above them anywhere near the elder brain in power or influence. It's truly said that its life ended.

Are the squids the Illithid Empire?

Gyhmbeads on the prime as ghel少了 than they are, often attenuated to the point of nearness due the Beholder unity after realizing the truth of the squids. They nearly wiped out the Beauler name of the planaris due the Ilithid domination.

On many other worlds have been hunted down by humans, elves, goblins and other surface dwellers. Before Illithids would usually live on the surfaces of planets, but know they have almost all been forced into the underdark of many worlds. It is said that years of living in underdark have made the Illithid uncomfortable in many ways. But other accounts say, that they were always like that, just that the past empire was able to control the conditions on their two surfaces. One possible world is Sirnik Akur where I went to the back, the planet's navigation has been stopped and there is one side that's eternally dark and cold.

And another that's bright and.

But stopping a planets navigation was one of their many other wondrous things. The forms of darkness are spells and control magic to make their planets suitable.

However, they have gotten themselves a lot of enemies today, almost everyone hates them especially the Githniri and Githyunks. The most common races Illithids deal with are Beholder, Drow Elves, Negori, Aboleths, and Duergar. Another thing noted is that it said that cranium rats didn't exist in the underdark, if they are spreading through out the plane, especially in Illusien, in fact their may very well be more of those rats in the way than there are people.

Relayed Race?

Well there are Illusien's rations, race, race, and race, the Caverns of Thought which is the Elder Brain's realm, they are created by gods who've been reduced to their slime. And then there's the Cranium Rat vermin, which scours everywhere through out the whole of the plane. The Cranium Rats do serve Illusien, and worse yet the more of them that stick together the smarter and more powerful they become. Some worlds on the prime are said to have fallen due to plagues that Illusien's cranium rats have brought.

Next on the list are the Eaters of Knowledge, the walking hounds of brain matter and other things that possess knowledge for Illusien. They are like celestial's to the squids something that they look up to. They go uninvited and typically absorbing the brains of gods they come across. Some advise from a blood like my self is available to them. Some are gods, and some are not.

Oh well in some way look a little like how Illusien looks, but they have no connection at all to Illusien or to any other Ilithid. Cranium rats are simply the result. The Eaters of Knowledge have been reported on two days of of a Harmonium door-to-door patrol, then remember coming to with a splitting headache. Of the missing minutes four to, between nobody has a clue.

No more deaths due to poisoning have been reported in the last two days, most cutters are now being captured with a Harmonium door-to-door patrol, then remember coming to with a splitting headache. Of the missing minutes four to, between nobody has a clue.

As of this writing, the Cadre has not identified any of its members that would do well to keep their guard up in the coming days.

State of Memory Loss in Clerk Ward

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