

S.I.G.I.S.

SIGIL'S INDEPENDENT GLOBAL INFORMATION SERVICE

First Week of Regula



XAOITECT SURPRISE MARKS NEW CYCLE

HARMONIUM patrols are on the alert tonight after hundreds of Xaositects started assembling in the Lower Ward, outside the Great Foun-

dry. There is an atmosphere of great excitement amongst those massed there, but all are tight-lipped about what is actually happening. Inquiries into the nature of the gathering are generally met with a giggle. Aerieth, a spokesperson for the Godsmen was able to confirm that the Believers in the Source have received an extremely large but undisclosed sum of money from the Xaositects for a "special project".

So far, the assembly has been peaceful, but Harmonium patrols remain on standby to deal with any possible trouble. "The problem with Xaosmen is that you never know what to expect," Patrol Leader Shorrek told us.

The "project" is thought to be part of the Xaositect's traditional celebration of the New Cycle. As always, the exact nature of the project remains a closely guarded secret. Last year, Xaositects mages 'painted' the City Barracks with illusions to give the impression the Harmonium's Headquarters were built of chaos-stuff from Limbo. Factol Sarin was not amused.

(ta)

RULE OF THREES ROLLS THROUGH HIVE WARD

FOR THE PAST several days, reports have been surfacing from the Hive Ward that describe teams of Hardheads, Guvners and Red Death roaming streets of the slum. Independent confirmation of this chant from several sources interviewed in the Weary Spirit Infirmary indicate that members the aforementioned factions have accosted berks on the street around anti-peak asking leading and 'inflammatory' questions about these bashers faction ties as well as specific questions about particular beings that might have been seen recently in the Hive Ward.

Bautol Lok, a githzerai trader doing business in the Ward said he was confronted on the way to meeting with some customers on Charnel Row. "When I told them I don't belong to no adde-coved faction they looked at me really peery-like and the Hardhead-type accused me of bein' a rabble-rousing Indep," Lok said. "Then they

started rattlin' their swords and flappin' their bone boxes about scraggin' me 'til I told them I was late for a meeting with some Tanar'ri customers. They let me alone after that." Lok said he had no idea why they stopped him but said he would keep his sword "loose in [his] scabbard" for awhile.

Another source, who requested to remain anonymous, told of spying teams of bashers in threes systematically scraggin, trying and executing berks in streets of the Cage. Though this situation has yet to be confirmed by our sources, chant of bashers being mysteriously 'lost' from their kips and cases has been circulating for the past week. Reporters from SIGIS, attempting to question Harmonium high-up and public official Tonat Shar, were turned away from the Barracks with word that the Factioneer was "too busy to answer questions" about the situation. (sk)

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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NewsChant

TANAR'RI SEIZE PORTAL STONES

IN A SEEMINGLY monumental move, Tanar'ri forces grabbed control of the hotly contested hill in Othrys known as the Stones of Draetilus. Although located in one of the most inhospitable swamps in the multiverse, the Draetilus stones have remained one of the most coveted prizes in the Blood War. These stones reportedly act as powerful portals to numerous realms and burgs throughout the multiverse. Governor Tenemus Al Karak, second librarian of the Vault of Knowledge, told SIGIS that historical records indicate the stones open conduits to strategic places in Mungoth (on the 3rd layer of Gehenna), the Prime and even onto the Cage itself.

"There are no records [in the Vault of Knowledge] that reveal the dark of the creation or the creators of the Stones," said Al Karak. "Really the only direct chant I could uncover comes from the journal of a planewalking cutter named Lugh Lightfoot... who visited the site as a mercenary with a 'Loth company over 350 years ago. In one entry, Lugh writes of a battle over a circle made of

20 to 30 stones 'nigh taller than a Gelugon' set in a circle 60 yards across." Lugh was apparently struck by the resem-blance of the Stones to Celtic circles he'd seen in Tir Na Og (Outlands).

Of the battle itself, SIGIS cullers found few fiends willing or able to spill the chant on any part of the conflict. However, two nycaloths visiting the Lower Ward said they had the chant on the matter from Tanar'ri bashers come straight from Carceri. According to these berks, a succubus named Darkwing slipped the blinds on Baatezu with a band of alu-fiends and cambions mounted on Carceri sleds.

"Before the sods could cough phlegm, the Tanar'ri bashers busted 3 or 4 portals letting in hundreds of fiends," said one of the nycaloths. Once the Tanar'ri had the hill, they barraged the Baatezu with powerful magic disrupting their close formations and sent them reeling back into the swamps. There's even chant that the Tanar'ri even used the fabled Ships of Chaos to defeat the Baatezu forces and protect the hill. If true, this may be one of the first known field tests of the controversial war engines.

Neither of the nycaloths were prepared to comment on how long they thought the Tanar'ri might control the hill or what they'd do now they had it, but both of the 'loths said they'd signed up with the Baatezu to fight in Othrys for some stellar jink.

In local news, chant of the potential use of the Chaos ships in the battle touched off a brawl in the Lower Ward late this afternoon. Apparently some Doomguard bubbers were taunting a Hardhead patrol with slurred shouts of "Get out 'o town! The ships is comin' down!" Several members of the factions were subsequently scragged and tossed in the Barracks for disorderly conduct. The exaggerated behaviour of the Doomguard bashers is no doubt attributable to the bad press the Ships of Chaos have received over the past year. Publicised doubts as to the war machines effectiveness have been a sore point to faction members who've taken a lot of verbal abuse for what's been termed an 'adde-coved fiasco.'

(sk)

SENSE THIS

Come and experience the ultimate in celebration:

An entertainment extravaganza to usher in the New Cycle.

Be warned - if you miss this party It won't miss you, berk!

How to Find Us: Follow the music and trail of debauchery!

Attractions include: Alzor the Gehennan dretch-swallower, the Lower Planar Circus, the Festival of Sixteen Mephits, Erasmus the two-headed silver dragon, the Abyssal Roulette room, Ordri's the Pandemonian Bagpipe player, beverages and delicacies to suit all exotic tastes (even Krynnish clueless!)

Admission: 5 stingers (free to Sensates and the clergy of Pan and Lliira).

(jw)

Stop Press

TANAR'RI SEIZE PORTAL STONES KADITECT SURPRISE MARKS NEW CYCLE

SHORTLY BEFORE this issue of SIGIS went to press, new chant of the Blood War battle leaked to SIGIS. Little more than 48 hours after the taking of the Stones, the Tanar'ri forces have relinquished it under a massive press of Baatezu forces allied with yugoloth mercenaries. SIGIS culler Daaras Intwood sent word direct from the scene of a vicious battle in progress at the site with neither side in control. Contrary to previous information, Intwood saw no sign of Ships of Chaos or the reported band of infiltrators.

(sk)

THE EVER INCREASING throngs of Xaositects gathered around the Great Foundry seem to be undertaking some kind of construction work. At this very moment, huge girders are being manoeuvred out of the foundry and are being used to erect some kind of massive scaffolding. With this number of Chaosmen on the job, the scaffolding is being erected as fast as girders can be produced.

Harmonium patrols remain on the alert, but are baffled once again by the behaviour of the Xaositects.

(ta)

The CrossTrader

HIGH-UP

The last word in Planar Fashion

Ever wondered where the rich and powerful buy their glam rags, cutter? If so, then you obviously ain't been to High-Up.

High-Up, located on **Threegate Boulevard**, the most exclusive part of the **Lady's Ward** is Sigil's **Centre of Haute Couture**.

What's the rage this month? **Ioun Stones**, that's what. All the sharpest bloods have 'em, and **High-Up's** got the **best selection** you'll find outside of Dweomerheart.

What could look more impressive than a collection of Ioun Stones whizzing around your head? It'll make a basher think twice before peeling you, that's for sure.

You name it, we've got it - **Vibrant Purple Prisms**, **Clear Spindles**, **Scarlet and Blue Spheres** - starting at **just 500 gold**, and all guaranteed magical for one planar year.

Increase your intelligence! Stop needing to breathe! Absorb those hostile spells! With **High-Up** Ioun Stones, all these amazing feats are possible. Course, not everyone's got the jink to splash out on magic items. How do you follow the fashion without pushing out the boat? Simple!

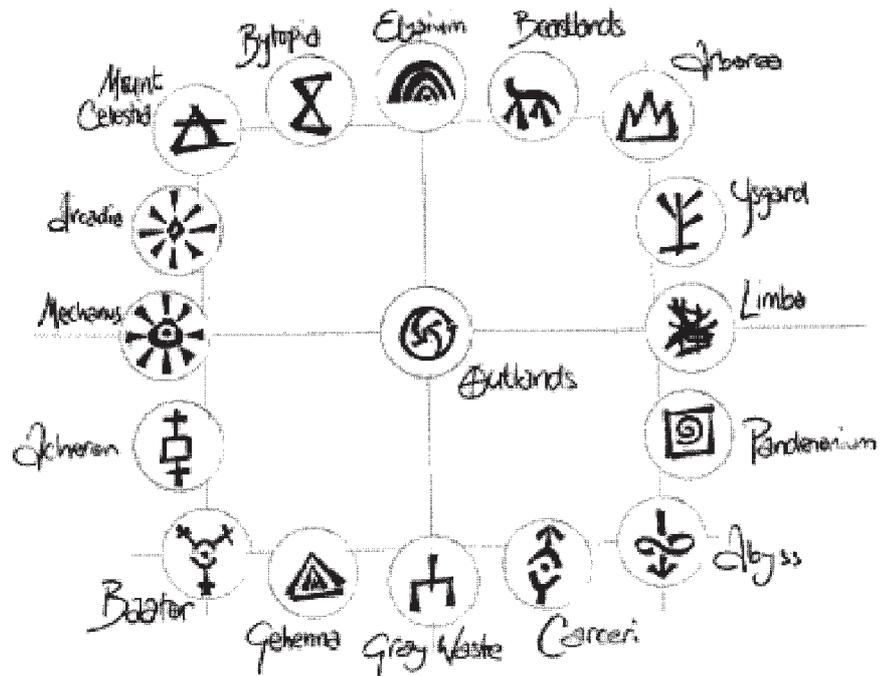
High-Up sells **false Ioun Stones** from **just 5 gold** each: They look and act the same but don't have the magical powers!

Amaze your friends! Perplex your enemies! Buy **Ioun Stones** from **High-Up**, the last word in planar fashion.

(jw)

High-Up is an authorised reseller of magical merchandises.

The Chant for Clueless



This week we present to map of the Great Ring. For those who don't know or can't remember - those planes in the upper part of the map (Arcadia, Mount Celestia, Bytopia, Elysium, Beastlands, Arborea and

Ysgard) are called Upper Planes and are of good alignment. Those in the lower part (Acheron, Baator, Gehenna, Grey Waste, Carceri, Abyss and Pandemonium are

Lower Planes and are of evil alignment. Limbo is Chaotic and Mechanus is Lawful. Outlands and Sigil (you are here, berks) are True Neutral.

(bw, art by ca)