
The Lady's Sharper Eye

"Cutting through the darks, *The Eye* sees all."



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Skelterbet Scragged!

by Daeh K. Carc, Sigil culler

Lady's Ward-- Skelterbet, the theater reviewer for the *Lady's Sharper Eye*, has been apprehended and taken to Dis, the second layer of Baator. In a surprise move, Judge Ylvirron the Cloven ordered a Harmonium patrol to escort Skelterbet from his apartment located in the "Dome of the Sky," a place specializing in the needs of Djinn and other natives to the Elemental Plane of Air, and bring him to the Judge's chambers. From there, under the escort of Judge Ylvirron and some Baatezu retainers, Skelterbet was taken to a portal leading to the Judge's tower in Dis. Per witnesses, Skelterbet was surprised at the arrival of the Harmonium, but went with them willingly.

After checking official records at the City Courts and at the Barracks, it is apparent that Skelterbet has not been officially arrested and has not been charged with any crimes. "There are no charges against Skelterbet the Djinn," stated Dammering Kert, a senior recorder at the Courts. Brental Naird, the Officer leading the Harmonium patrol that picked Skelterbet up, verified that he was not under arrest. "Skelterbet voluntarily came with us to see Judge Ylvirron, who asked us to invite him to a conference. The rest is not your business, berk!" Inquiries about the reason for the meeting have not been answered and attempts to talk with Judge Ylvirron have been unsuccessful. It was however verified that Judge Ylvirron was "taking a much needed vacation from the Courts and will return" according to Dammering Kert.

Judge Ylvirron the Cloven, considered by many to be the toughest Judge to hold trial in Sigil, has recently handled several cases, including the case that shut down the *Golden Eye*, an arts and entertainment rag that Skelterbet worked for before coming to the *Eye*. The *Golden Eye* was closed after Judge Ylvirron ruled that Chief Editor Rafond Boldrin and Sales and Marketing Manager Henri' Fout were guilty of illegally soliciting area businesses that were under suspicion with the offer of positive stories for a price. The harsh sentence included liquidating all assets of the rag and all personal holdings of the two accused. It is unknown if Skelterbet was directly involved in that case or if his abduction is in any way related to the demise of the *Golden Eye*.



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Seeking Doppelgangers

by Ny'quis Ramir, Freelance culler

Lady's Ward-- Greetings cutters, while tumbling to some chant on an upcoming story for the *Eye*, I found this interesting book at one of the numerous Guvner libraries in the Cage. The title just scragged my senses, *Seeking Doppelgangers*, published by Krowl E. and Crooshess Publishing Company. I couldn't lann the name of the author as the spine was severely worn. This strange looking librarian handed it to me and asked me if this might be what I was skegging for. I'm not sure why she did this, because I gave no one the darks as to why I was there.

I don't normally do literary reviews, but I found this one too top-shelf to pass up. Unfortunately, I can't publish the whole book in the *Eye*, but I strongly endorse that you go out and scry this one. Prithysay, in chapter nine it states the steps for lanning if humans you know are actually doppelgangers. You can skeg the chant below.

Chapter 9, Paragraph 36, Article 93, Subclause 69

Before starting this procedure it should be noted that if a doppelganger is found inhabiting a body, don't be concerned with the body. It will be a double created by the doppelganger as a host body. It has no real feelings or emotions.

NOTE: Try to keep the suspect conscious during as much of this procedure as possible.

STEP 1: Restrain the suspected doppelganger by any means necessary except death, for now. Be advised that the suspect may have greater strength than normal and this should be considered when restraining him or her.

NOTE: Remember the opening of Chapter 1 states that EVERYONE is a doppelganger until proven otherwise.

STEP 2: Place the suspect on a table lying on his or her back. If no floor drains are present, have plenty of buckets or similar containers handy. You may also want to have some soap, water, mops and towels for cleanup afterwards.

STEP 3: Starting at the top of the torso just below the neck and ending at the upper joints of the leg sockets, remove layers of flesh until you reach the ribcage. You will notice that the organs in the lower part of the torso are not protected by this rib cage. Try not to damage any at this time. You will then have to carefully remove the ribcage, exposing the organs inside. You will be

looking for the doppelganger hiding inside this section of the body.

NOTE: All doppelgangers look different, but you'll know one if you find it. If you are in doubt, refer to Chapter 2, "Characteristics Inherent to Doppelgangers".

STEP 4: If all flesh and the ribcage have been removed with no sign of the doppelganger, continue by removing organs one at a time. Be sure to check inside each organ for a doppelganger trying to hide. You must use extreme caution when doing this. As stated in Chapter 2, doppelgangers are not only quick, but can be quite ferocious. If you do find a doppelganger refer to Chapter 37 "How to dispose of an exposed Doppelganger". If no doppelganger is found continue with Step 5.

STEP 5: If all organs are removed and only the spine is left, you may release your companion from his restraints. Doppelgangers cannot enter bone structure it is too hard. You can now safely call this person a friend with the secure knowledge that he is doppelganger free. However, if he ever leaves your presence for more than 30 seconds, you should consider retesting. Refer to Step 1.

Remember: FRIENDS DON'T LET FRIENDS BE INHABITED BY DOPPELGANGERS.

The above excerpt is only a small amount of the wealth of darks exposed in this book. In addition to removing doppelgangers from humans, this book covers many other races too. Chapter 4 even has some intriguing ideas on wards of protection against doppelgangers. Although not as strong as the others, a few of these can even be created with items normally found in most any kip.



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"Don't leak" memo leaked

by Daeh K. Carc, Sigil culler

Clerk's Ward-- An internal memo from the Mercykiller factol's office has somehow been leaked to cullers. The leaked memo included this stern warning: 'Do not leak any information to cullers.'

Public relations secretary Dane Ubanek said the memo was part of a series of messages being issued to Mercykiller agencies by Factol Alisohn Nilesia. It discusses Nilesia's new sentencing guidelines, asks for members full support on improving the 'attainment of justice', and sternly warns against leaks to chant organizations such as newsrags and magrags.

"Factor Arwl Swan's Son doesn't like unauthorized leaks and neither do I," Ubanek wrote. "So if you have an irrepressible urge to leak, please let us know and we'll make sure to help ya keep ya bone-box closed. Maybe you think ya got authorization for your gossip, but if you're told to keep quiet, ya best pike it! The worst words in a news story to me are, 'anonymous sources'."

Ubanek said he was not surprised when stories concerning the anti-leaking memo showed up in rags. "I expected that type of behavior from those berks," he said. An official statement from Factol Nilesia was not forthcoming and Ubanek said it was below the Factol to even consider a response.



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Defeat of the Bloodshanks

by Godemirc Krieb, Outlands culler

Outlands-- In a decisive and aggressive blow, the forces of Ironhearth struck the Bloodwood Forest, a long time lair of the Outland brigands known as the Bloodshanks. A small group, led by the ever-popular Company of Ironhearth, stealthily infiltrated the Bloodwood Forest, disabling traps and defeating the magical guardians one by one until reaching the inner sanctum of the brigands.

The Ironhearth forces were smaller than the gathered Bloodshanks, but were seemingly able to move through the tricky lair with speed and agility. Even though they were well-prepared and expecting the attack, the Bloodshanks, whom had long depended on the might of the Bloodwood as their first line of defense, were unable to withstand a direct onslaught of the Ironhearthian forces and were utterly routed.

Mid-way during the short-lived battle, fully one half of the Bloodshanks broke and fled the battle, dropping their bloodstained headbands to the ground in a symbolic gesture of surrender. Sources say that after an initial start at pursuit, Lord Lance Dar'Struzan called his troops back. "Let them live", he said, "so that they may warn others of slaving and stealing at Ironhearth's borders. We'll not let dogs that deal with fiends lie at our doorstep".

Following the troops from Ironhearth were a jointly aligned force of druids and Nature clerics from the nearby *Temple of the Mended Bough*, who were reclaiming the forest "for the sake of Nature itself", they said. Sources from within the Outlands Nature temple told *Eye* cullers that "we have plans to help the Bloodwood begin anew. We will help Nature repair the damage that has been done, and give the 'Wood a fresh start'."



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Mom's death triggers killings

by Daeh K. Carc, Sigil culler

Hive Ward-- A half-elf, said to have been angered by his mother's death, stormed into a healing clinic yesterday and opened fire with two crossbows, killing three healers and twelve patients. Officials for the Harmonium said the rampage ended when the suspect was grabbed by a bariaur inside the clinic and thrown out into the street. A crowd had gathered and stoned the half-elf to death before lawful authorities could intervene. The two crossbows were recovered and upon inspection appeared to have been modified, allowing them to be reloaded with greater speed.

The killer was apparently angry with the Anhem healing clinic over the death of his mother at the clinic earlier that day. The 72-cycle-old human woman had been treated at the Anhem clinic for the last two months for various symptoms. It was unknown if any of her symptoms were similar to the Chaos Plague. She was taken to the clinic early yesterday and died shortly after peak. Chant has it that as she expired she dissolved into a mixture of sugar and salt while healers attended to her.

After her death the half-elf, who had stayed with her night and day, began arguing with the attending healers. The distraught son felt that they had not done enough to ease his mother's suffering. After several tense moments he left the clinic, in the direction of the Armory. He returned later armed with the enhanced crossbows.

A witness said one of the three healers who were killed was hit once while he tried to close the doors to a waiting area and twice more when he tried to struggle with the assailant. "That's when I grabbed my children and ran out," said Wefath Periclaus, a gnome housewife. "I'd just like to thank that man that grabbed him and say Powers bless him for what he did for us," Periclaus said.

A Hardhead sergeant declined to name the patients killed as their families had not yet been all notified, but he was able to identify the slain healers as:

Marlen Mutafa, human, priest of Osiris, of Arcadia

Vince Roset, elf, priest of Diancecht, of Tir na Og

Rold Robson, dwarf, priest of Berronar Truesilver, of the Mt. Celestia

All three had worked at the clinic since the beginning of last cycle. Two of the healers died where they fell and the third died a short time later in the clinic's Tragedy Area. None of the victims could be risen due to newly enacted Guvner restrictions involving resurrections with possible Plague-related victims.

Investigators said it appears the man fired off numerous bolts before he was disarmed, although they wouldn't reveal how many. The killings occurred on two different floors of the clinic.



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