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The Lady's Sharper Eye

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



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Shaggy sod not allowed

by Daeh K. Carc, Sigil culler

Lady's Ward--Thayne Glens is too sodding hairy to be lawful. That's what Fraternity of Order factor Jess Straightlane said during an interview at the City Courts, when Glens refused to cut his shoulder-length hair for the faction. The newly pledged blood's disinclination to shore his locks means that until he complies with faction regulations, he has lost the chance to join the lawful Guvners. "Applicants who wish to become aides must abide by the same rules as all members of the Fraternity. It is one of our founding principles," Straightlane ranted yesterday.

Glens, a prime paladin formerly of Waterdeep, on Toril, said he had considered bringing charges to bear against the Fraternity for 'discrimination', but soon abandoned the proposition after lanning that all judges and advocates in Sigil are Guvners. "He made his decision and I made mine," Glens said matter-of-factly. "And at that point, honestly, I was worried there might be recriminations against me. Maybe it's best just to let things go."



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Law battles Kaos in court

by Daeh K. Carc, Sigil culler

Lady's Ward--The owners of a controversial nightclub in the Hive Ward (reputed by the Harmonium to be a hangout for jarra-spice dealers, slavers and unsavory outlaws) claim the Hardheads staged an illegal smear campaign intent on destroying their business. Yesterday in a Guvner Court, Kaos nightclub advocate, Gabe Zaels, accused the Harmonium of misconduct and conspiracy. The three-tailed tiefling Indep factotum claims several Hardheads have coerced, threatened, and carefully plotted against Kaos in their determination to sink the once-popular nightclub. What they've done is "repugnant, it's wrong, it's indefensible, it's defamatory and if sods can't use the soddin' courts to do something about it, they're as helpless as a vrock on the Holy Mount," said Zaels angrily. "This leatherheaded case is not about a bubclub, it's about basic rights of plain folk. Folk like me that have been tried, convicted and executed; all due to this blek that they are trying to keep dark. It's no more than a conspiracy betwixt the Red Death and the Hardheads, I tell ya!" he said, calling it a vitriolic attack.

Attendance at the bubhouse plummeted following the negative publicity, forcing Kaos to close its doors. The Indep owners are planning on reopening the kip later this month under a new name, but they also fear the Harmonium (through their influences with the Guvners) would attempt to hamper their efforts to obtain the necessary permits. After reviewing the minutes and transcripts produced by the Guvner's modron scribe, 'Jives' (modron designation: J-VS101), from an earlier pre-court meeting some suspect facts came to light. Zaels said Hardheads spouted enthusiastically about the club being "three steps a'fore the axeman" and that it was "nearly raven's pickin's" because of the club being "totally out of control". They also warned that the bubhouse and "its sodding owners" could suffer devastating consequences if Kaos continued along the path it was on.

Hardheads said it was realistic that raids targeted for "those types of criminal sods" frequenting the joint "could be expected." The comment backfired in the Lower and Hive Wards, triggering damning and fervent Ward-wide animosity towards the Law Triad. Faction representatives from the Believers of the Source and the Sensates argued that "locales could not be targeted merely because a few individuals that were unsightly in the Harmonium's eyes attended".

Documents also indicated Hardheads warned the club's owners they would launch an aggressive campaign against Kaos if the lease were not revoked. On another occasion, a sergeant told the club's manager that he'd do "everything in

his official and supremely lawful power to close the chaotic club down." Zaels said the officers were "barmy out of their brain-boxes", given the fact that the club has not been charged or cited under any official criminal or bylaws infractions since it opened. Advocates for the Harmonium will make their arguments today in front of Guvner High Justice H'Megnah and it was announced that Factol Sarin would not be present at the hearing. Strangely (or perhaps not), the Xaositechs refused to comment on this subject totally. The official word was that the chaotic faction was "...at tea, so back yesterday come", meaning that they were unavailable for comment.



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Barmy Market Ward death

by Daeh K. Carc, Sigil culler

Lady's Ward--Harmonium officers continue to look for clues in the slaying of Ed U'ddaed. U'ddaed's wife found the 130-year-old gnome dead in their downstairs kitchen two days ago. Strangely, his walking cane was found propped in a corner of their upstairs bedroom. "The barmy bit is that the sod used a walking cane and could not go anywhere without it. The poor basher had only one leg due to a gelugon's blow during a famous battle in the Field of Nettles, although I forget which one..." said Hardhead Homicide Detective Krow Y'trid. Officials are baffled as to how he died, but a substance believed to be Planar Hibiscus was found at the scene. U'ddaed was an older gnome and had gained some fame fighting as a mercenary in the Blood War some years ago, although he was left nearly crippled.

According to Detective Y'trid, he often left his home on High Fountain Lane in the Market Ward to sell 'soon to be outlawed' planar substances, including jarra-spice and Planar Hibiscus. "He supported himself by selling mind-altering substances. We had picked the poor sod up several times, but after considering his upstanding background, we decided to let him off with a warning."

Y'trid, who worked as a spice enforcement officer before joining the homicide unit, said that during his service he has encountered many citizens who were selling strange home remedies and illicit medications. "It's the kind of thing that we are used to seeing in the Lower Ward, but not in the Market. It is the cause of much concern in the upper ranks, and I am sure that after this incident, all patrols will be stepped up."

Y'trid said there were no signs of robbery at U'ddaed's home, but officials do find it odd that his cane was found nowhere near his body. "The folks that I have talked to, or rather the dependable ones, said he did not sell his 'cures' from his home," Y'trid said. "I feel very strongly that who or whatever killed this gnome knew him very well. From what chant I've lanned so far, everyone liked the leatherheaded sod," he said.



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Baatezu leaders escape trial

by Tiabh Sif, Gatetown culler

Ribcage--Defying intense pressure, Lord Quentill Paracs announced the surrender of two leaders of the bloodstained baatezu Eguor Remhk regime. He said they would not be put on trial for the genocide of khorred tribes in the Outlands. "The two baatezu, Uoyhtiwtem and Nrubotekili, will not be forced to appear either in a planar tribunal or a Sigilian court. If we bring them to trial, it will not benefit the Planes. It will only mean adding to the Blood War," Paracs said in a public announcement. The two fiends have been holed up in an abandoned stronghold on the third layer of Gehenna, where they have been staying under the protection of an old yugoloth ally. Paracs confirmed they would be transported to Ribcage next month, accompanied by their slaves and offspring, to sign an agreement to end hostility against the khorred tribes. Security by the Blackguard was expected to be very tight upon their arrival.

The vicious baatezu army had repeatedly attempted to take control of sacred khorred tribal land in order to seize a previously unknown portal to the 18th layer of the Abyss. Uoyhtiwtem, a gelugon, was the official leader and Nrubotekili, a cornugon, was the political chief of the regime, whose reign of terror left over 200,000 fiends and khorred dead in the Outlands. Eguor Remhk founded the regime as his personal army over 66 cycles ago before becoming a pit fiend. Uoyhtiwtem and Nrubotekili took over the regime after Remhk's unexpected ascendance (or descendance depending on your perspective) occurred.

Over the past two cycles, Lord Paracs has been offering amnesty to the Eguor Remhk regime leaders in exchange for their ending of the slaughter of khorred tribes. The regime had suffered a decisive defeat near the Great Gear at the hands of a combined force of eladrins and freedom fighters from the Outlands fortress of Ironhearth. With the surrender of Uoyhtiwtem and Nrubotekili, the regime is now all but extinct--only one leader, the one-legged general Ta Mok, and perhaps one legion are still at large. Paracs said that he would never make a deal with Ta Mok, known as "The Butcher" for his revolutionary brutality--but he once said the same thing of Uoyhtiwtem and Nrubotekili. Paracs declared, "We know the right medicine to use to cure this problem. If any outsiders from Sigil try to add something, it will never go away." He said he had the support of King Norodom Goldfleece of the allied khorred tribes. It is believed that Paracs's interest is due to his attempt to wrestle control of trade in Ribcage from the Shan family. Ribcage receives a large portion of its wine, ale, bread, and cheese from khorred traders and has suffered citywide shortages due to the baatezu attacks.

Almost one khorred in five perished of disease, starvation, execution, or being eaten after the Baatezu armies swept into the Outlands and forced the khorred population into labor camps. But after continued cycles of atrocities and war, many khorred consider peace more important than justice for the killers who once ruled them. Not everyone agreed with Paracs's decision. The opposition group, the Khorred Defense League, said victims have waited too long for justice. "We believe that the evidence is sufficient to hold them in custody, according to planar law, pending a trial for crimes against the planes," the group said.



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Old Music hall blown to bits

by Daeh K. Carc, Sigil culler

Clerk's Ward--Authorities in the Clerk's Ward confirmed wide spread rumors of the devastation of a former Sensate music hall. An official spokesman for the Harmonium told cullers that the Aloparc Music Hall was "utterly destroyed" by a magical incendiary device "of extreme power and devastating prejudice" that was planted by an extremist group thought to be connected with the Society of Closed Doors. The official would not name the group, but the chant-lanned bloods at *The Eye* have been able to learn that the group is the Symmetrists, a violent and extremist sect who operate primarily out of Carceri.

Fortunately, the decrepit hall was empty at the time of the explosion. The building has recently become popular as a place of refuge for gully primes and downtrodden bubbers. It remains dark as to why the hall was targeted, as it is widely known that its fickle faction members no longer attends or maintains the decaying structure. However, the hall did contain an active and often used portal to Acheron, which was used frequently by the Mercykillers. It is currently unknown as to whether the portal was damaged. Hardhead and Guvner officials are still rattling their brain-boxes over this seemingly pointless act of violence.



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Illithids emerge at Tradegate

by Tiabh Sif, Gatetown culler

Tradegate--A gigantic granite statute with the head and tentacles of an illithid emerged from the clear, choppy waters of Tradegate's River Oceanus harbor (near Mt. Celestia's Gate) after untold cycles spent beneath the waves. Intrepid explorers led by the well-known water genasi sage Aeseht Mai pulled the surprisingly well-preserved statute onto the deck of the transport vessel *Princess Dai'na*. They also brought up a stunning smaller statue of what appears to be an illithid priest (or possibly priestess) holding an urn. "This is one of the most beautifully preserved statues of its kind and very rare," Mai told cullers, referring to the priestly statue. Mai, leader of the Sigil-based Genasi Institute of Underwater Planar Exploration, is in the third cycle of exploration of a sunken ancient city, which was not previously believed to be of illithid origin.

The ancient city is believed to have sunk due to a titanic series of earthquakes and floods, which occurred in the Tradegate area thousands of cycles ago. Mai's 350-member team of highly trained and experienced bloods used specially created magical devices (well known and often used on the Elemental Plane of Water) to map out the ancient city and locate the huge statues.

Mai is well known to most cutters for his exploratory work on the culture of the Bzastra, an unusual creature native to the Elemental Plane of Water. He is also known (in more 'scholarly' circles) for his work on Styx fish and their memory-retaining capabilities.

Earlier this cycle, the team also found what seems to be an ancient ship of spelljammer design that was estimated to be over 1000 feet long. The wreck is an important find for the explorers, not simply because of its nature, but also because of its possible importance to illithid history. Evidence from a hole in the ship's hull suggests that ramming could have been the cause of the ship's demise. When asked to spout some of the darks, the genasi sage replied, "If this find turns out to be what we think it to be, then the Guvners may find themselves re-writing some history books! This well may change everything we know regarding spelljamming vessels, as supposedly they do not function outside of the crystal spheres. This find could also change everything we know of the origins of the illithid society!"

On a similar note, one of the exploratory team members, Zsolt Kist, a troglodyte sage specializing in illithid art and history, originally from Tradegate's Academy of Alchemy, told cullers he is confident the head of the larger statue represents the illithid god, Ilsensine. "Isn't it wonderful to find such a symbol of

the father of illithid worship?" he said.

The statues and the ship plucked from the deep riverbed were to be kept at Tradegate, but may eventually be housed in the Sigil Museum of Planar History. Gabrialla Gaballah, a Sensate and Antiquities Secretary for the Merchants' Council, said she hopes the whole site can be turned into an underwater museum, possibly involving installation of viewing tunnels created via permanent *walls of force*. She said the Council has endorsed the idea, but she has yet to convince them that it is feasible, as well as prove the amount of jink that it could bring to the gatetown's central counting house, the Mint.



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Gleaming pip told to 'pike it!'

by Daeh K. Carc, Sigil culler

Guildhall Ward--Just say no, to leatherheaded thugs, that is. It worked for one bank teller, who gave a gleaming pip the brush-off when he appeared in the Trusty Traders Repository, a well known jink case of the Guildhall Ward. Harmonium officials said the green sod walked up to the teller wearing a tight-fitting, black mask and shoved a note through her window that read, 'Give me da jink or I'll use a death spell to put ya in the dead-book.' The canny, but unidentified, teller quickly replied, "No, ya rube. Yer mask is too tight to speak,". The would-be knight-of-the-post then sheepishly took back his note and left.

"She knew what he was doing. She saw that the barmy sod's mask was too tight and realized he couldn't cast the spell," Sgt. Limwick Copperhelm said. "I think she realized how severe the situation was afterward, but she was still very sure of herself. She was not emotional at all." Hardheads thought the leatherhead might try to hit another bank, but after checking with other local moneylenders and banks in the Guildhall Ward and neighboring wards, Hardheads surmised the chastised crook had given up and gone home.



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Law factions at odds in probe

by Daeh K. Carc, Sigil culler

Lady's Ward--"While Law is rigid and unmoving, it is often that the interpretation of that Law is different from one to another, just as the Harmonium and the Mercykillers often squabble over how to handle investigations. It's as common as are the Dabus," lectured retired Factotum, Durum Tallowsbreath, before a Guvners review board last week. The testimony was in response to a complaint filed by Edyl Gabtrid against the Hardheads because he was targeted as a suspect in the murders of a Guvner judge and a tiefling lawyer last cycle.

The conflict initially arose after Gabtrid was scragged by the Hardheads and brought before the infamous Mercykiller's Interrogation Tribunal. The Red Death refused to punish the "wrong man for the wrong crime" and quickly informed the Harmonium that they had already "put the guilty berk in the dead-book." Hardheads argued, at the time, that the Red Death was mistaken and had excuted the wrong man. Gabtrid, after a closer inspection of the evidence by a special Guvner investigator, was later acquitted of the murders.

Asked if there was competition between the two during investigations, 'retired' (the dark of it is that he was *let go*) Hardhead Gnor Werauoy replied, "Aye, and there always is. There's always some, wha' a body might call jealousy, as to wha' faction 'as the most lanned bloods an' heavy-handed bashers. Th' Red Death 'ave wha' we in the Hardheads call 'lead hand', talkin' 'bout 'em always wantin' to solve everythin' wit' their axes an' 'ammers." Other retired officials refused to comment about how the two factions disagree on running investigations; Tallowsbreath said he considered the matter closed.



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Entrope killed on plane of Earth

by Namsih Steg's'yawla, Inner Planes culler

Elemental Plane of Earth--A horrific creature, previously unstudied and mostly unknown to planar sages, was destroyed three days ago. The beast had brutally devoured 190 sods, including several inner planar graybeards and sages, and caused tremendous destruction to the research wing of the *Citadel of Chiseled Enlightenment*. Three planar bounty hunters, assigned by the *Citadel*, tracked the creature far across the infinite and treacherous plane. The hunters, aided by many top-shelf spell-slingers from the *Citadel*, finally managed to corner the beast near a remote area called the Iron Crucible. Famous tiefling bounty hunter Aarg Trueaim finally felled the tarmy beast with multiple shots to the head region with his magical bow crafted in Mechanus. Sages do not know, at this time, whether the magical properties of the bow or some combination of the magics at work felled the horrid beast. Previously, it seemed that all other destructive magics had little (if any) effect on the rampaging creature.

The creature, which cutters for *The Eye* have lanned was known as an entrope, was a rare specimen of a never before seen or categorized inner planar creature. The order for its death came last month after it slaughtered several sages at the *Citadel*. The sages had discovered the beast and magically bound it for study and classification. Apparently, the magical barriers around the creature dissipated and were eventually destroyed by some unknown property of the entrope when it suddenly regained consciousness. The awakened entrope became enraged and killed the sages. More than 15 magical experiments were disrupted and most of the research wing was destroyed in the beast's attempt to escape. Further deaths were caused by collapsing walls when the beast finally exited the institution.

It is still not completely clear why the creature was taken into the *Citadel*, as the inner-planar library and research facility has a strict code of conduct regarding such barmy notions. One of the fallen sages, Biraxius of Toril, was well known for his hotheaded policies and his irreverence for protocol. Apparently, he had discovered this incredible one-eyed, multi-legged creature near a previously uncharted conduit between magma and earth and was trying to gain additional knowledge regarding a beast of this nature.



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Tragedy strikes Outlands boat race

by Godemirc Krieb, Outlands culler

Outlands--A wemic sailor, R'aor Mistpaw, was missing and presumed drowned and five others remained stranded on a raft in unusually rough seas on Tir fo Thuinn. The fatality is the third in the sixth annual Outlands Skipper Race. Outlands Maritime Safety Authority spokesman Toola Emerko spouted that it was unlikely that Mistpaw could survive in the rough sea after being washed off *Sword of Orion*. "The cutter has been out 'ere in 30-foot waves and winds high enough to make barmies in Pandemonium jealous," Emerko said. "He'd be deva-kissed if he makes it." "Me paw-paw loved sailing," Mistpaw's son, Yeowler Mistpaw, said. "He was barmy for the wind in his mane, the spray in his whiskers, the roll of the waves beneath his paws and the sheer competition of it all. He always loved drinking barrels of rotgut from *The Sour Barghest* and having a good shedding after the race."

Two other sailors died after strong winds and high seas battered the race entrants, while four members from the veteran schooner *Spit In The Wind* were rescued from a raft. Another raft containing the remaining five members of the *Spit In The Wind* was reported to have been sighted, but it was uncertain whether a rescue could be attempted. Tikkitt-kit-ka-Ritta, the thri-kreen owner/skipper of *Naiad*, and first-time race participant Ren Cinderflame, a fire genasi, were found dead on the vessel about 6 leagues off the Spireward coast. Divination magics revealed that Tikkitt suffered two heart attacks (one in each heart) when the boat rolled, while Cinderflame drowned and became extinguished when he was unable to free himself from a safety harness. Their bodies were left on board the ship, but attempts were being made to recover them as soon as possible, rescue officials said. "We gotta try 'n get the live sods out first, ya see, then we'll send in th' Dustmen skiffs..." said one particularly coarse rescuer.

Spit In The Wind skipper E'nuca Rustdagger, a duergar, was one of the four rescued. When asked to describe her experience, the weathered old lady stated, "The worst thin' of th' whole tarmy mess was 'at after we got into th' raft we got separated from th' others. There was the howlin' wind and th' crashin' waves and we all knew that it was goin' to be gettin' dark soon, and we were all gettin' cold and tired. I tell ya, it was enough to make even a dour lass like me cringe. Th' damned raft-thing we was on dumped us out so many times that I can't even count 'em all, even if I could count! Ya have got th' four of us all a holidn' on to this little bugger and th' next thing ya know, ya are upside down."

Emerko said about 25 bloods had been rescued from this cycle's tragic race.

"'Ere's just many, many injuries on those boats that got bashed. A lot of 'em rolled over--one rolled over four times," Emerko said. "They've got hand, leg, claw, tentacle, wing, and facial injuries, they really got pounded. I've seen better lookin' sods come out of the tanar'ri fighting pits in the Lower Ward." she said, shaking her head sadly.

Well-known tiefling madam 'Tasty' Telacs was rescued after being swept overboard when *Kingdom Come* rolled over, 22 leagues Rigusward of Spearstone Island. Telacs was in the water for only a short time, but was suffering from considerable shock when Constable Vasem Codhook took her to safety. "I was suren worried," Telacs told cullers. "There was a point I didn't think I was going to survive and then who would run my brothel, *The Slippery Portal*? I was so scared!"

About half of the 15-ship fleet have been forced out of the 72-league race. The clipper *Sea Straight* was narrowly ahead of last year's winner, *Brindabella*, and will more than likely be declared the winner. The weather for this season of the cycle has normally light to medium winds and almost no rain. Elemental mages were at a lost to explain the chaotic weather and it was unsure if the race would be rescheduled for later in the cycle.



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Weary of Plaguers?

this is top shelf chant - keen to it bashers!

Do you find yerself getting as hot as a balor when you hear those all-too familiar bells in the distance? Does your blood boil when you see your friends and relatives turn tail and run at the first whiff of Plague Monks? Tired of hearing the Factions rattle their bone-boxes endlessly about how they can cure the Chaos Plague and heal those sick and dying?

Well, if you answered yes to just one of these questions, then you'll be interested in this offer. A group of bashers, bloods and cutters just like you has been formed to remove **ALL** Plaguers from the face of the Planes! These cutters are known as **Plague's Bane** and is dedicated to totally wiping these diseased sods from our lands! Join us now at several outposts in the Outlands or contribute to the Plague's Bane defense fund in Sigil or Tradegate. The madness, death and chaos must end!



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