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# The Lady's Sharper Eye

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



BATCH-12

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## ***Bloods discover falls***

by Darunden Thistlesnap, Upper Planes culler

**Beastlands**--Explorers have finally reached the 'great ephemeral waterfalls' on the River Oceanus, subject of long-standing myth and folklore. "It was an utterly enchanting and breathtaking moment, we were all stunned and excited," Kyn Storm said, speaking of the moment when the team of bloods sponsored by the Sigilian Expedition Society sighted the massive falls. Tucked tightly between the unthinkable high cliffs of the Twilight Gorge, the falls are almost always in shadow and hidden from view within a sharp turn. The explorers named the cataract, estimated at 1000 to 1100 feet high, Vesper Falls. "It's just a great wonder," Storm said. "The fact that we're here is a wonder in itself."

The Twilight Gorge is found in a remote area of the Beastlands that is a harshly rugged wilderness known only to local hunters and a few barmy religious pilgrims. Stories of the giant falls, told by these hunters and monks, have often been a popular topic across the Beastlands, reaching even the Outlands. Those tales sparked several unsuccessful and tragic expeditions, Storm told cullers. The last of these failed efforts came within, what the blood estimated to be, five leagues of the massive falls before the explorers gave up and concluded they didn't exist. That ended exploration for nearly three hundred cycles.

Vesper Falls is "in a sensational spot, more than worthy of the Upper Planes. It was just so deep in the gorge, beyond the point where any earlier explorers were able to reach," Storm said. The last expedition evidently fell short because the explorers couldn't work their way into the area through frighteningly steep cliffs where the river disappears into a tangled knot of mountains. The river then mysteriously reappears farther on and at a much lower level and the ruggedness of the terrain prevented explorers from determining exactly what became of the river. To make matters more difficult, all of the known spell keys seemingly had no effect in this remote region of the Beastlands, so the expeditions were without the aid of magic.

The initial Storm expedition, by lanning all of the chant possible about the area, was able to reduce the unexplored section to between 3 and 4 leagues. The explorers then found a smaller waterfall they estimated to be 400 feet tall, which they named The Falls of Celestial Rain. However, they were unable to work their way past that point because of the slick, steep walls on each side of the river. "Most of us were beginning to believe the accounts that there probably wasn't a great waterfall in there," Storm said. "Only after continued prompting by the Signer in the party, who said he knew he had thought it up somewhere in there and had just forgotten where, did we decided to give it another go. It

was in our final attempt that we were able to realize the truth that the falls were there. As we went down into the gorge we looked upstream and saw the smaller falls," Storm said. "We noticed as we were going down that hidden within a narrow, tight turn was another waterfall, totally hidden from view! The thrill was astounding and amazing," he said. "The river narrowed sharply and the water rushed over, thundering with the full volume and power of the river, which is that of the entire Upper Planes."



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## ***Bob no excuse to bub***

by Daeh K. Carc, Sigil culler

**Lower Ward**--Ecid Rowac, a namer at the Great Foundry, said he was peeled while on his way home from the Lower Ward tavern, *The Red Pony*, last week. He told Harmonium officials that three sods that were "as ugly as a gehreleth" took his jink and forced him to perform lewd Abyssal sexual acts. Details of the sexual acts were not released by the Harmonium.

After a 'thorough' interview and investigation, the tiefling Godsman retracted that story and offered another bit of wigwag: he was drinking heavily at the bar, buying rounds of drinks for friends and fiends alike and became extremely intoxicated. Why did Rawoc concoct the robbery story? Hardheads lanned that it was so he wouldn't have to tell his wife he'd spent all his weekly jink on bub. Authorities plan to charge him with filing a false report and public intoxication.



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## ***Marquis in Sylvania dies***

by Blisswing, Upper Gatetowns culler

**Sylvania**--The Marquis of House Her'Vvey, who squandered the majority of his family's fortune, and whose noble House is well known for its involvement in the original formation of the gatetown, is now in the dead-book. The elderly elf was 788 cycles old. The Marquis died in his sleep and was found yesterday morning at his family's estate near the Sensate Embassy. The cause of death was not disclosed, but a family representative, Symon Pott, said the Marquis had been suffering from some type of minor, yet tenacious illness for a short time. "He seemed to be feeling better and had briefly discussed visiting Arborea for a couple of weeks," Pott said.

The 17th Marquis of House Her'Vvey, who inherited the title when his father died, led a colorful and unbalanced life, courting trouble nearly every step of the way. The Marquis was an avid follower of the Society of Sensation and was known to be one of the Sensates' more hedonistic members. He also had developed, through his experiences, a severe addiction to libations. It was said he once broke down the door of a home with a battle-axe just to get a bottle of rotgut. The Marquis was also an immutable, if not devout, member of the more flighty elven deities of Arvandor and spent large portions of his family's wealth to luxuriate its epicurean temples.

The body of the Marquis, born Frederic Augustus Her'Vvey, was found in his bed in Little Horringer Hall, a five-bedroom house on the family estate. He had moved to the house several cycles ago after complaining about the steep upkeep of the 60-room palace his family owned on Arborea. The palace had historically been the scene of unbridled all-night parties and had caused the Marquis to fall into a large amount of debt. Two cycles ago, the Marquis auctioned off many of the family's belongings, including paintings, furniture, and vases, for a modron-estimated 4.1765 million merts to pay off the rising debts.

The Marquis, unfortunately, had no heirs. Fourteen cycles ago, the Marquis married Francesca Rehsifa, the well-to-do daughter of an affluent Bytopian trader. However, the union ended in tragedy when the young wife died, along with her child, in labor. The Marquis's half-brother, Lord Wyndym Her'Vvey, will become the 18th Marquis of House Her'Vvey, Pott said. Funeral arrangements were not announced.



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## ***Culler killed in Fortitude***

by Blisswing, Upper Gatetowns culler

**Fortitude**--A culler for *The Lady's Sharper Eye* was senselessly killed along with a companion last week when they were attacked while traveling through the gatetown of Fortitude. Namsih Steg's'yawla, the Inner Planes culler for *The Eye*, and 'Snail' Trawet, a well-known Outlands guide, were traveling by wagon through Fortitude near the Babbling Boneyard. According to scant eyewitness chant, Steg's'yawla and Trawet were in a covered wagon that was approached by a beggar on the street near the cemetery. The beggar, after having only cursory words with Trawet, suddenly and without provocation fired two *arrows of slaying*, putting them both in the dead-book instantly. Burial arrangements were being made for the two bloods, but were not immediately available. Harmonium officials mentioned a possible lead that indicated that the beggar was actually an Anarchist and a full investigation was being launched.

"We are devastated by the news of Steg's'yawla' death. It is another bitter example of the noble sacrifices made by cullers, who unquestioningly go in harm's way to uncover the darks," said Sydney Silamander, managing editor of *The Eye*. Ashenbach, owner of the Outlands magrag, said, "The death of Namsih Steg's'yawla has bobbed the planes of one of its brightest young bloods. He was a right tarmy cutter, always a consummate professional, highly talented and highly resourceful, as sure as the Spire."

Fortitude has seen an increase of Anarchists activities in recent months. Chant has it that the Revolutionary League has begun to focus more attention on Fortitude, which is a primary stronghold for the Harmonium. Some parts of the burg had street-to-street fighting earlier this cycle, but the attacks had tapered off during the subsequent months after a Hardhead crackdown. Harmonium officials warned all civilians to stay indoors after the slaying occurred; saying that they were patrolling the streets in search of the murderer and feared that the Anarchist might attempt to use residents as a human shield.

Steg's'yawla joined *The Eye* as a freelance culler for the Inner Planes two cycles ago. During that time, he doggedly chronicled the harsh terrain of the Inner Planes. He was part of a special team of cullers that spent three months reporting exclusively on the controversial paintings of the lightning mephit, Kaer Frewop, on the Quasi-elemental Plane of Lightning. He also had covered momentous events on Earth, Magma, and Ooze. "On top of his professional skills he was renowned among colleagues and competitors for his great good humor and generosity of spirit. He will be sorely missed," Silamander said.

Trawet was a renowned guide of the Outlands and the gatetowns. He began working as a guide at Ironhearth, helping the Outlands fortress setup trade routes when it was established eight cycles ago. He later moved on to Sigil to start his own company, Snail Expeditions, which Steg's'yawla evidently had hired to lead him from the Outlands to his next assignment on the Elemental Plane of Air.



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## ***Hundreds riot in Automata***

by Blisswing, Upper Gatetowns culler

**Automata**--Hundreds of sods stampeded through Automata three days ago, hurling stones at Harmonium troops and looting shops. Hardheads, under Captain Arstimis, fired arrows and slung spells at the mobs, killing at least eleven and injuring ninety. Seemingly unaffected by the assault, the rioters banged drums, burned a Harmonium banner, taunted local modrons, and threw mud cakes. They also smashed the windows of a library, desecrated two temples, and attacked the home of a Guvner judge. "This is because of the Harmonium," one rioter said, reflecting the deep mistrust of the Hardheads that has slowly emerged during the past cycle. However, much of the violence seemed to lack any political motive, with looters cheering and grabbing shoes, candles and umbrellas from stores.

Civil unrest is unusual in the lawful burg and officials said they couldn't understand why the riot had occurred. However, *The Eye* lanned earlier this week of rumors that Hardheads had mistreated several grub and bub traders who frequent the city. By mid-week mobs had formed and began breaking down market booths and looting goods. The crowd swelled and attacked a Hardhead station, forcing the Harmonium to retaliate with deadly force. A young aasimar mage, who had just arrived from Mechanus, was caught in the melee and hit by slung spells and several projectiles, although it was unclear which side struck the bystander. There were other injuries due to flying debris and mobs brutally beat fourteen other citizens.

The city was quiet by dark, but Hardheads chased small bands of rioters throughout the night. Officers patrolled all of the streets and urged people to stay in their homes. Witnesses said looters did not single out the few shops or stalls owned by Xaositects or the Doomguard. However, it was reported that some of the rioters threw stones at a house owned by a Transcendent Order trader. Many people seem to be growing peery of the orderly faction due to the common belief that the Hardheads are harassing traders who are of the lower classes and the lower planes. Pelnis the Clockmaker, a member of the city's Council of Order, has offered political and economic reforms, but opponents said his measures fall far short of any real change. One of their key complaints is that the Harmonium retains a prominent role in the city's politics.



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## ***Curst swarmed by refugees***

by Tiabh Sif, Lower Gatetowns culler

**Curst**--Rampaging refugees, thought to be members of the Dispossessed sect, fought their way through the heart of Curst last week, destroying a government office building and setting fire to the Wall Watch's headquarters. It was unclear whom, if anyone was leading the uncontrolled surge of barmy, former prisoners. How the sods had organized into an armed revolt was also unknown. The city was taken by total surprise and was eventually shutdown after the Watch lost control of the city's center. The sounds of battle rang out through deserted streets in the gatetown.

It was not known how many of the Dispossessed had infiltrated the city, though they were believed to number at least a few hundred. Refugees could be seen running throughout the Gate Square. Witnesses said the escapees burned the *Quartered Man* tavern and attacked the Burgher's house. An unconfirmed report, said members of the Revolutionary League, which has a large following within the city, had used the refugees' obvious disruption of the burg to launch their own attacks against the Watch.

During the early fighting, the Wall Watch had claimed to remain in control of the situation. "We are still in control," Baron Yurel Zarnthaskar, commander of the Watch, said in a public statement issued to the populace via enhanced *magic mouth* and *audible glamer* spells. "There is no cause for alarm." A later release by Zarnthaskar bid the city residents to remain calm. He said that the rebel forces would be "beaten back". "We will deal with the berks decisively," he said. He later explained that an unspecified number of Dispossessed members from villages near Curst had slowly and subtly moved into the city and had started the attacks. Zarnthaskar warned people to stay indoors, indicating that a dusk-to-dawn curfew had been extended to stay in effect around clock. "Any sods found on the street from now on will be put in the dead-book," he said.

As the fighting progressed, hundreds of citizens fled from the center of the city, surging towards the outer walls. Residents, fleeing on foot and in wagons, continued to retreat towards the city's walls after the onset of attacks in the Merchant district. The bashers of the Wall Watch were believed to be fighting both members of the Dispossessed and the Revolutionary League simultaneously. The city's healing houses were filled with wounded sods that suffered injuries when the Watch pulled out from the center of the city.

The Dispossessed also called the Chippers or the Exiles, are a group of unlawful berks that have been imprisoned on Carceri and Pandemonium for their crimes.

Having only the infernal planes as their prisons, the often-barmy sods have fought long and hard to escape these planes and regain their freedom. Attempts to takeover Curst are not new and have often resulted in large-scale massacres, but never one that had caught the gatetown and its militia at such unawares. Last cycle, former prisoners swept through several towns near Curst after escaping from the Red Prison, but were quickly apprehended after a nearly unprecedented cooperative effort of the involved lower gatetowns.



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## ***Mystery plague hits Bedlam***

by Tiabh Sif, Lower Gatetowns culler

**Bedlam**--Clerics and priests working on numerous sick sods in Bedlam, the gatetown to Pandemonium, have confirmed the initial diagnosis of a mysterious plague. This rapidly emerging plague appears to feed on pure Chaos and is absolutely fatal. The work was completed at the Bleaker clinic in Bedlam by a team of top-shelf healers primarily from temples of Apollo and Diancecht. Other healing cutters were brought in from the Sanatorium, also in Bedlam, and the Infirmary in Sigil.

As of the beginning of this week, there were 40 cases and 14 suspected cases of the new plague in Bedlam. So far, 26 of the cases have died. All 40 of the confirmed cases had traveled from Pandemonium during the last two weeks. Officials were able to confirm that 24 of the dead had direct contact with an initial "plaguer", a female tiefling who worked in several brothels in the Gatemouth district after arriving from the Howling Land. There were 38 cases originally admitted to the gatetown's hospital with symptoms of delirium, euphoria, stomach pains or extreme flatulence. As the patients grew worse, the symptoms became more random and ranged from total darkness occurring within rooms, oil flowing from their noses, to the sod's skin becoming multi-colored. No cases of the plague among the health personnel of the infirmary have been discovered, though many were exposed to the mysterious sickness and could be infected.

The team is investigating all possible contacts of the patients, as well as the possibility that the plague has spread to the neighboring gatetowns of Xaos, Curst, and Plague-mort. During the last two weeks, the number of travelers arriving in Bedlam from Pandemonium has been high and many of those have traveled to the bordering gatetowns. In Xaos, the team has identified, isolated and put under close observation 12 bodys with symptoms which could be early "plague of chaos" infections. A small laboratory is being established in the burg to test blood specimens from the local population in an attempt to determine if they are infected. In Plague-mort, part of the team is searching for 20 additional sods that arrived in the burg during the last two weeks. This team is also searching for any berks with symptoms, which could be early "plague of chaos" infections. In the area surrounding Curst, a number of animals appear to be suffering from the plague's effects, which include one fhorge, one razor steed, and two yeth hounds.

In a release to cullers in Sigil, Factol Hashkar of the Guvners said, "For the time being, we do not recommend any travel restrictions to or from Bedlam. If

proper isolation of all persons with suspected early plague infections are ensured, there is no need for quarantine measures. The early action taken by the Bedlam hospital was, although slightly disorganized, prompt and effective. With the precautions taken, and investigation of the outbreak under way, it is firmly believed that the spread of the epidemic will be minimized and will not affect the City of Doors."

The outbreak in Bedlam is the second largest recorded occurrence of the so-called "plague of chaos" on the planes. At the beginning of this cycle, the new disease raced across Pandemonium infecting and killing 245 people. There was a single case of the plague reported in the Hive Ward last cycle. The poor berk set himself on fire as he exited a portal, but appeared to have not had contact with any residents.

It is still unknown how the plague is transmitted. It could be through simple direct contact or passed through blood, secretions or other body fluids of infected sods. The symptoms of the disease vary and include the sudden onset of delirium, random vomiting and odd nose bleeding. The final stage of the deadly disease results in the patient's loss of controlling their bodily functions and eventually the body dissolves into nothingness, although some patients have simply exploded, while even others have been found totally turned inside out. The incubation period is believed to be between 2 and 21 days, but this period varies widely. No specific treatment or cure, magical or otherwise against the emerging plague currently exists. *The Lady's Sharper Eye* will be working diligently to uncover the darks of this newly emerging plague.



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## ***Paracs turns stag on baatezu***

by Tiabh Sif, Lower Gatetowns culler

**Ribcage**--After a tenuous month of transporting two Eguor Remhk regime top-shelfers from Gehenna, Lord Quantill Paracs of Ribcage made a surprise turnaround this week and announced that they must be tried for the genocide of khorred tribes in the Outlands. Paracs said in a statement that local preparations for a tribunal on "crimes against the planes" would proceed, and he would make certain that the pair of baatezu high-ups would remain in custody until the trial began.

Uoyhtiwtem and Nrubotekili, leaders of the baatezu regime, emerged from hiding a month ago and struck an agreement with Paracs. Paracs had earlier told cullers that the two would not be tried before a planar court for their crimes. Rather, the situation would be handled in what he called "a purely Ribcage solution" to ensure reconciliation after numerous cycles of slaughter. But Paracs immediately turned stag once the baatezu reached Ribcage, claiming his support of a trial had never wavered. "A court must be set up under planar law," Paracs said. "I am one among many people who support justice against this bloodthirsty regime for their atrocities, which must be punished."

Originally, Uoyhtiwtem and Nrubotekili were being transported, with their offspring and slaves, to Ribcage to meet Paracs and sign an agreement to end baatezu attacks on khorred tribes. However, once the fiends arrived, they were scragged by the Blackguard and escorted to accommodations within the Citadel, Paracs's palace. The crafty peel of the two fiends by Paracs sparked protests by the Flamen family, which are firm supporters of the fallen baatezu.

Separately, a 'loth mouthpiece to the two baatezu warned that any trial would expose those who aided their brutal rise to power. "Implementing a trial would also involve revealing how Eguor Remhk became a pit fiend," arcanaloth 'LongArm' Norin, said in reference to the unexpected ascension of the infamous baatezu leader before Uoyhtiwtem and Nrubotekili took over. "It may also involve Paracs," he added. "If they push for this trial, we will be forced to dig up the past and present our own case." When asked, Norin refused to provide details of these potentially damning darks.



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## ***Sabotage in Warehouse District?***

by Daeh K. Carc, Sigil culler

**Market Ward**--Authorities questioned several workers and local sods last week after discovering two Market Ward warehouses filled with bomb-making substances, including Phlegistol and raw materials similar to those used in the Aoparc Music Hall bombing. A 44-year-old Sinker half-elf was taken into custody for questioning regarding the area of the warehouse he worked in, as well as his known associations with "certain unsavory members of Cage society". He later, after a 'brief' interrogation, led Harmonium investigators to a second, nearby warehouse where officials found "more bomb making stock than you could shake a mephit-infested rod at," Harmonium spokesman Shuurman 'The Pious' Acklack said. The half-elven employee's hovel in the Hive was also searched, but Acklack said he did not know what, if anything, was found. Hardheads said the worker, who was arrested on unauthorized weapons charges and "as a civil safety precaution", had no prior criminal record. His name was not released.

The first 'bomb stash' was discovered after an adjoining warehouse employee discovered what he believed to be water in the basement and followed the trail. After tracing the liquid to an abandoned basement storage room next door, the worker found 250 pounds of Phlegistol thawing inside a large container. "I thout 'at it t'wern't nuthin' but a new portal to Water and 'dat can sure be somfin' worf a lot in da Cage," the worker said. Phlegistol is an extremely potent and powerfully explosive oil-like substance that is mined from the caverns of Carceri.

Hardheads ordered roughly 300 sods out of the building and evacuated another building across the street, making several additional arrests for vagrancy and "refusing to adhere to The Law", out of fear that the Phlegistol could become unstable and explode. A 100-pound sack of finely powdered sulfur was found nearby in the building, as was a "large quantity of bat guano," Acklack said. "There's plenty of darks and significant evidence here to show there's a bomb-making operation going on. From here on out, we're being as cautious as baku in Baator and there is little doubt that we'll have to search all soddin' warehouses in the district," he said.



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## ***Rigus leader escapes assassination***

by Tiabh Sif, Lower Gatetowns culler

**Rigus**--A powerful bomb shattered the lower market tavern, *The Four Corners*, and killed four sods last week. Rigus has recently seen tensions rise between its largest military orders. By all accounts, the explosion occurred shortly before Hosts of Alexander's general, Vartus Timlin, was to enter the grubhouse for his morning meal. A statement from the Toll of Doom Brotherhood, the most powerful military order of the burg, said a delay near the Wall Gate saved the leader from the assassination attempt. Sources have said the bombing was carried out by mercenaries from Acheron, although this has yet to be confirmed.

The roar of the early morning explosion could be heard as far as the Bailey sector. It is widely known that the predictable Timlin normally visits the tavern on the third day of each week. Timlin's chief aid, Kusloom, said, "Thankfully, we got held up before reaching the tavern by a barmy beggar spouting screed about his deadly sickness." Kusloom also said Timlin was unshaken by the bombing. "He is more concerned about those poor bloods that died and were wounded in the explosion," he said. Three civilians and an off-duty Mercykiller sergeant died. The Departed, a local Dustmen order, fears another two sods may still be buried beneath the rubble and are working desperately to free them. Clerics said that flying shivs of metal, wood and stone wounded three guards escorting Timlin. "We are investigating all the aspects of the case," Kusloom said, "but it is too early to blame someone." A source speaking solely to *The Eye* on a strict condition of anonymity said three mercenaries hired by the Order of Punishment conducted the bombing.

Order of Punishment high-ups say blaming their group is another attempt by Timlin to flam their political base in Rigus and force them back to Acheron. "Timlin wants to use this incident to launch a crackdown on us," said Tromen Sattar, an Order spokesman. "He wants to totally eliminate us." Timlin is the ex-factol of the Expansionists who recently became general of the Hosts of Alexander, a growing military order. The Order of Punishment, which represents the second largest order in Rigus, fervently denies the accusation and says the Hosts are engaging in spreading malicious screed against them. Timlin has opposed the Order's plans and has been leaning towards supporting the Toll of Doom Brotherhood and their general, Nagaro.



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## ***Eyesore on Sigil's face***

by Dalmus Wren, Harmonium Spokesman

The biggest EYESORE on the ever-improving face of our city is that of the multitudes of lawless beggars on the streets of the Cage. A law-abiding blood cannot walk two lengths without stumbling over one of them, pawing and accosting a body for alms or spirits. They are everywhere, in each any every ward, ganging up on every traveler, both prime and planar, as they make their way through our fair city.

These shabbily clad youths are not there due to abject poverty. Many of them, according to reliable sources, are members of a notorious syndicate allegedly in cahoots with the Xaositects and the Anarchists. Besieged by the pangs of conscience, all good-thinking and doing folk would feel compelled to spill out a green or two to these 'panhandlers'. This worries the Faction of Most Harmonious Law, for when this is done, it only fattens the collection kitty of this ruthless and unlawful syndicate.

The sight is even more heart wrenching in the Hive, where a body can see the soot-covered, frail mothers with their yawling, seemingly half-starved offspring in their arms. We see these poor sods desperately try to cover their faces to shut out the clouds of dust and grime kicked up by passing vehicles and travelers. Yet, these creatures are well fed and knowledgeable of the weaknesses of all good folk. They alter their guises with magic and trickery, so that they might lann both jink and darks from those of us that abide by Our Lady's Laws. They carry their siblings, or what we believe are minor fiends *polymorphed* to appear as children, to intensify their plea for alms.

Do the responsible members of the Council of Speakers have any plan or contingency for these forsaken citizens who are nothing but a façade for the latest nefarious plot of the Factions of Chaos and Disorder? If we cannot handle these mere 'beggars', then how, by Our Lady's Grace, will we ever cope if a real plague were to enter our fair City of Doors? Something must be done to stop this 'tragic scene', staring us in the face both day and night, before it turns into a mighty and horrible beast that lurks beneath its thin skin and devours us all!



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