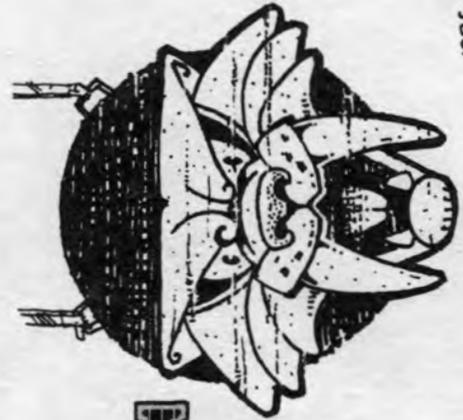


A Mystery

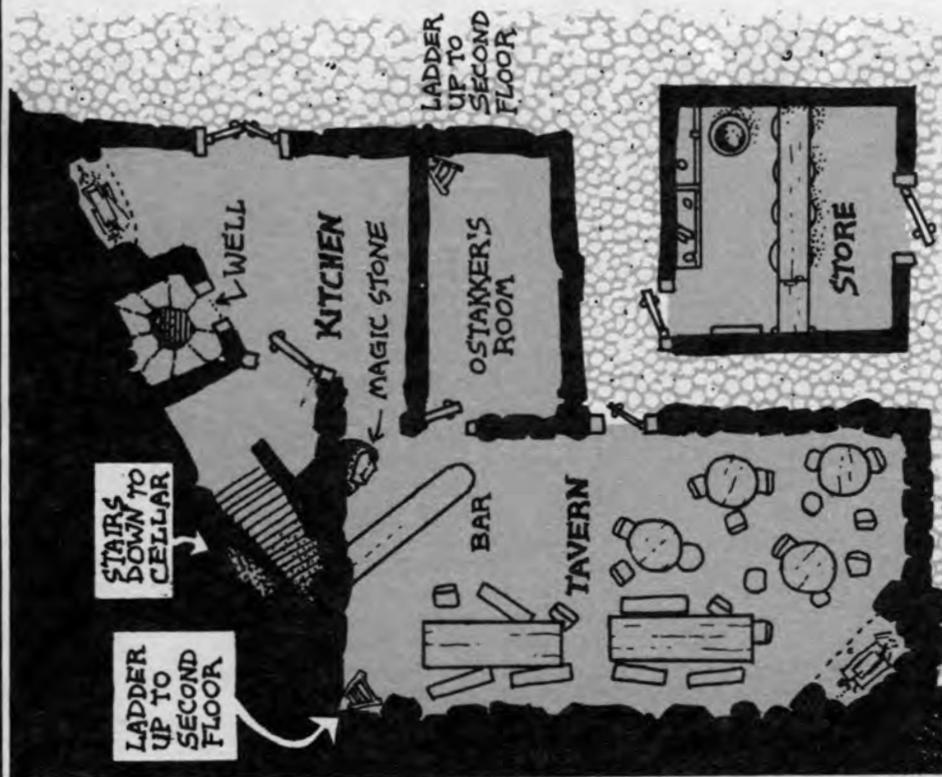
EVEN THOUGH THE STABBING CAT IS THE MAIN SOURCE OF ENTERTAINMENT IN A ONE-TAVERN TOWN, MANY OF THE LOCAL FOLK REMAIN WARY OF IT. THE PEOPLE OF NIDIK EQUATE CELLARS AND OTHER UNDERGROUND VAULTS WITH THE BURIAL OF THE DEAD. TO CREATE UNSANCTIFIED CHAMBERS IN THE GROUND IS TO DISTURB THE DOMAIN OF THE DEAD.

OSTAKKER IS NOT BOTHERED BY THE LOCAL SUPERSTITION... YET NONE OF HIS NIDIK-BORN STAFF WILL VENTURE INTO THE CELLAR.

STILL... THERE ARE THOSE UNEXPLAINED GLOWS, ICEY DRAFTS, UNSETTLING NOISES AND DISAPPEARING SUPPLIES THAT REMAIN UNACCOUNTED FOR.



1985 JAGUARY

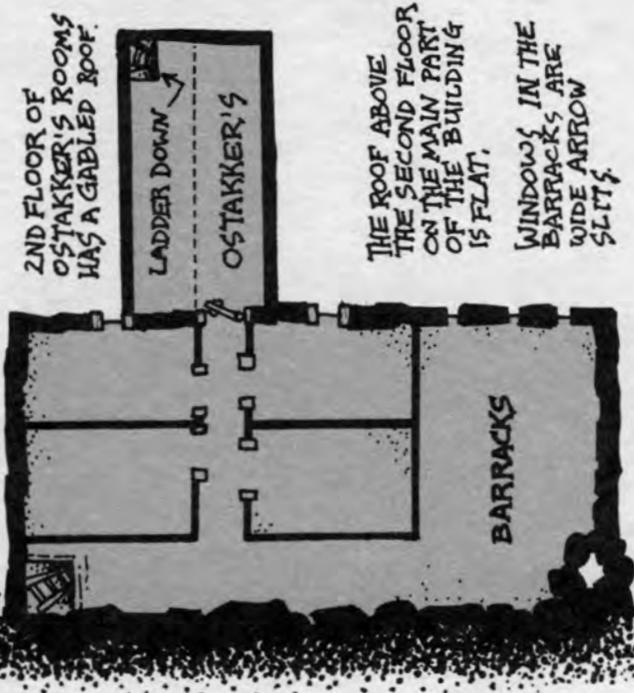


The STABBING CAT

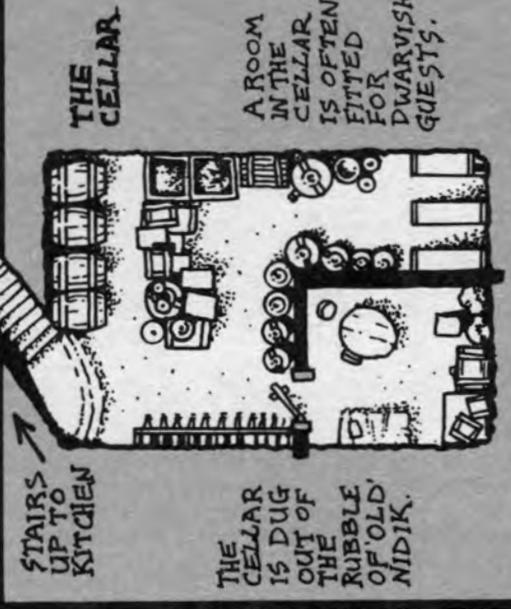
Lodging House & Tavern

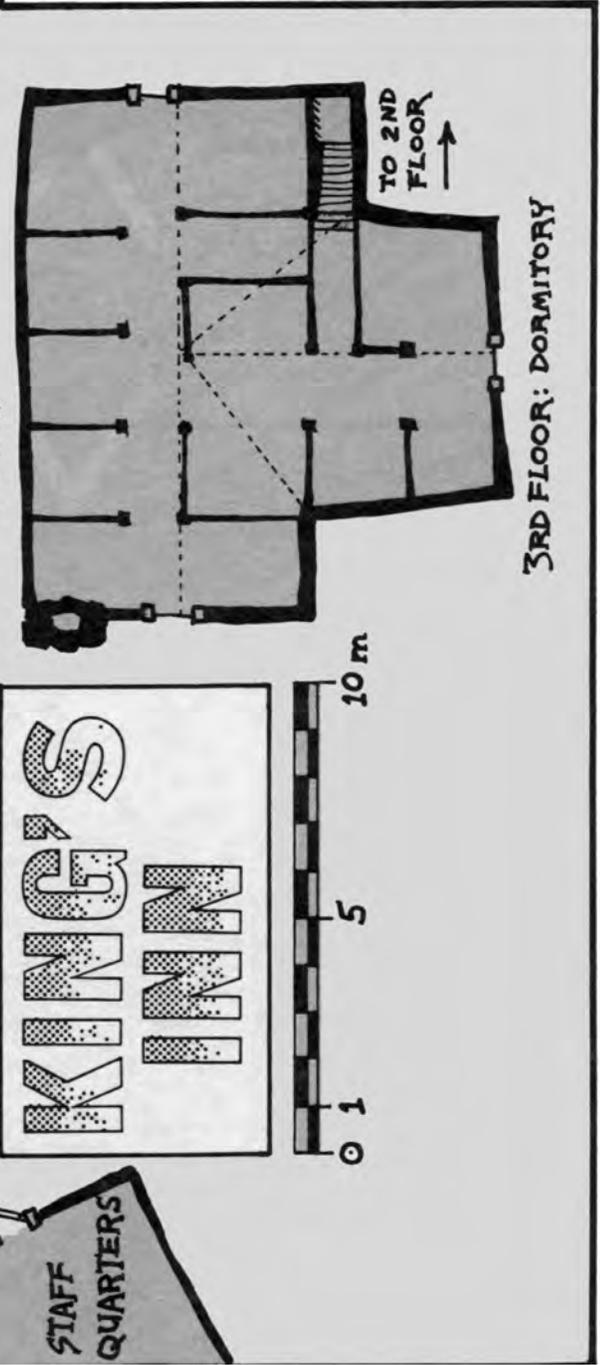
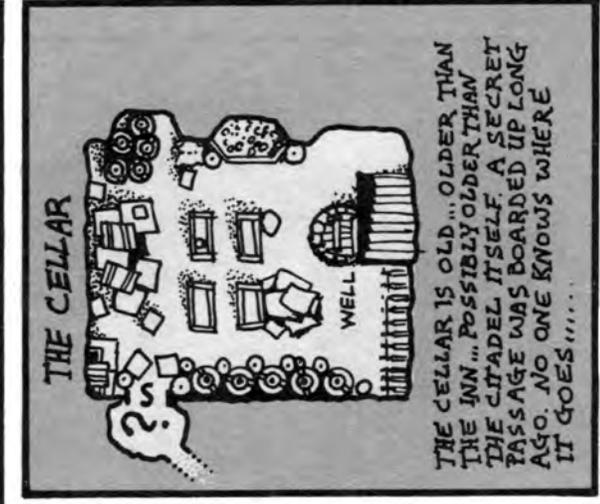
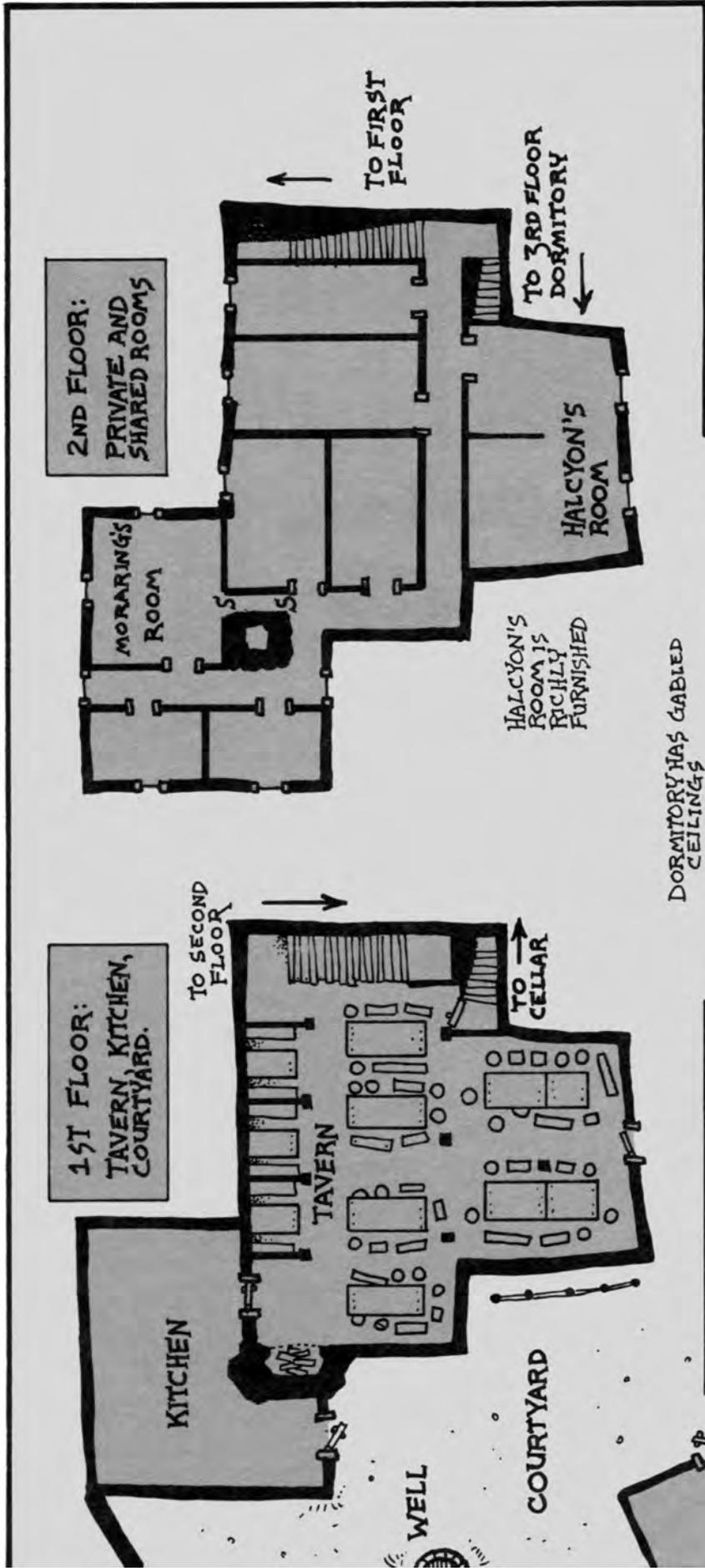


LADDER DOWN TO 1ST FLOOR & LADDER UP TO ROOF.



THE ROOF ABOVE THE SECOND FLOOR ON THE MAIN PART OF THE BUILDING IS FLAT. WINDOWS IN THE BARRACKS ARE WIDE ARROW SLITS.





Gloranthan NPC Record Form

Summary

NAME _____

TITLE _____

SEX _____ AGE _____

RACE _____

NATIONALITY _____

TRIBE _____

CLAN _____

RESIDENCE _____

CULTS/STATUS _____

MASTER OF _____

LANGUAGES _____

STR ____ CON ____ SIZ ____ INT ____

POW ____ DEX ____ CHA ____

DEFENSE _____ HIT POINTS _____

FULL STATS FOUND AT _____

Personality Factors

AGGRESSIVE ____ PASSIVE
IMPULSIVE ____ CAUTIOUS
EXTOVERT ____ INTROVERT
OPTIMISTIC ____ PESSIMISTIC
STUBBORN ____ RECEPTIVE
PHYSICAL ____ MENTAL
PATIENT ____ NERVOUS
EMOTIONAL ____ CALM
TRUSTING ____ SUSPICIOUS
LEADER ____ FOLLOWER
GREEDY ____ GENEROUS
ENERGETIC ____ LAZY
HONORABLE ____ DISHONORABLE
BRAVE ____ COWARDLY
CURIOUS ____ INCURIOUS
DEPENDABLE ____ UNRELIABLE
PIOUS ____ IRRELIGIOUS
HONEST ____ DISHONEST
CLEVER ____ DULL
HUMOROUS ____ DOUR
INNOVATIVE ____ CONSERVATIVE

Appearance

SYNOPSIS _____

HEIGHT _____ WEIGHT _____

CLOTHING _____

HAIR COLOR _____ HAIR STYLE _____

SKIN COLOR _____ EAR FEATURE _____

EYE COLOR _____ EYE FEATURE _____

VOICE QUALITY _____

VOICE PITCH _____ ODOR _____

OTHER _____

Interests

- WEAPONS
- DRINKING
- RELIGIONS
- HORSES
- SEX
- MAGIC
- BRAWLING
- GAMBLING
- CLOTHING
- MONEY
- TRADING
- LANGUAGES
- HISTORY
- GEOGRAPHY
- LEGENDS
- THIEVERY
- TECHNOLOGY
- FOREIGN LANDS
- ARTIFACTS
- FOOD
- PLANTS
- GEMS
- LOCAL POLITICS
- OTHER POLITICS
- PLEASURE
- HUNTING
- DOGS
-
-
-
-
-
-

Attitudes

FAMILY _____

OTHER KIN _____

OVERLORDS _____

RELIGIOUS LEADERS _____

DEITIES _____

ACQUAINTANCES _____

EQUALS _____

STRANGERS _____

UNDERLINGS _____

CHILDREN _____

TROLLS _____

ELVES _____

DWARVES _____

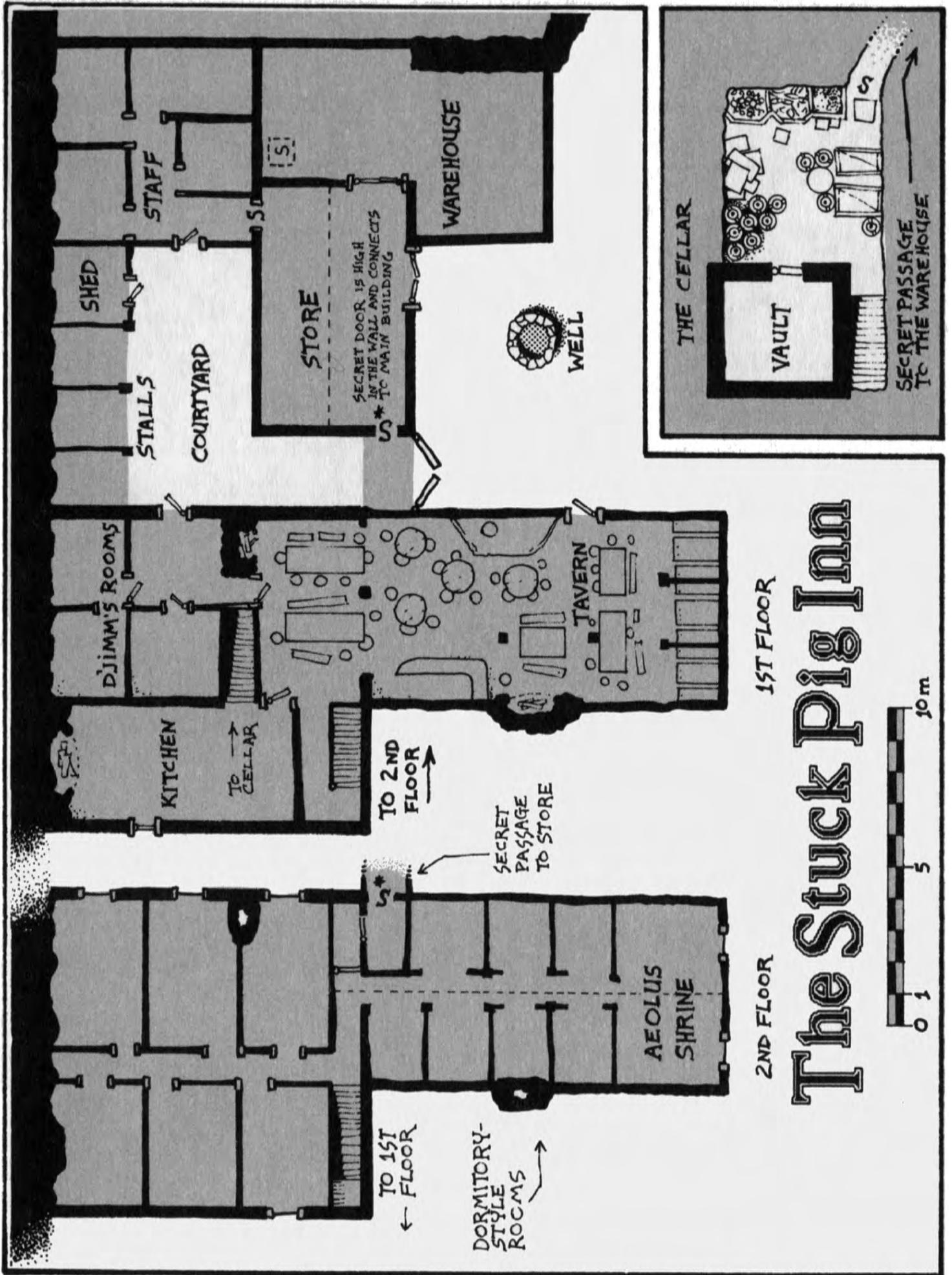
DRAGONEWTS _____

LUNARS _____

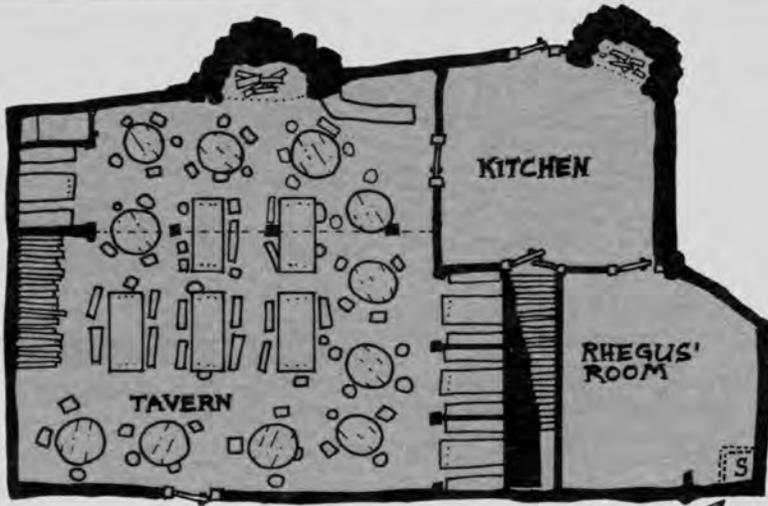
LIGHTBRINGERS _____

CHAOS _____

ANIMALS _____



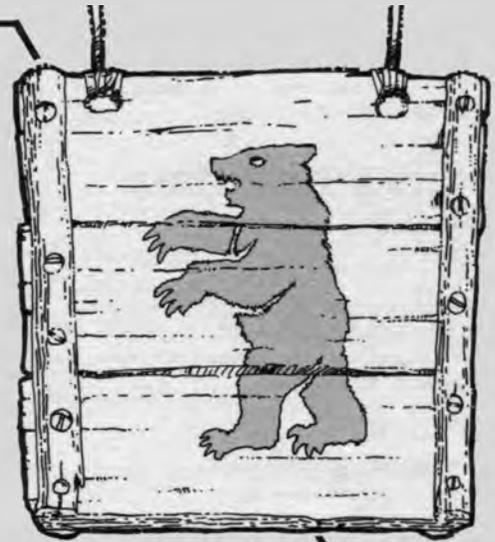
UP TO SECOND FLOOR



1ST FLOOR: TAVERN AREA HAS A "CATHEDRAL" CEILING.

STAIR TO CELLAR

TRAP DOOR TO SECRET ROOM IN THE CELLAR.

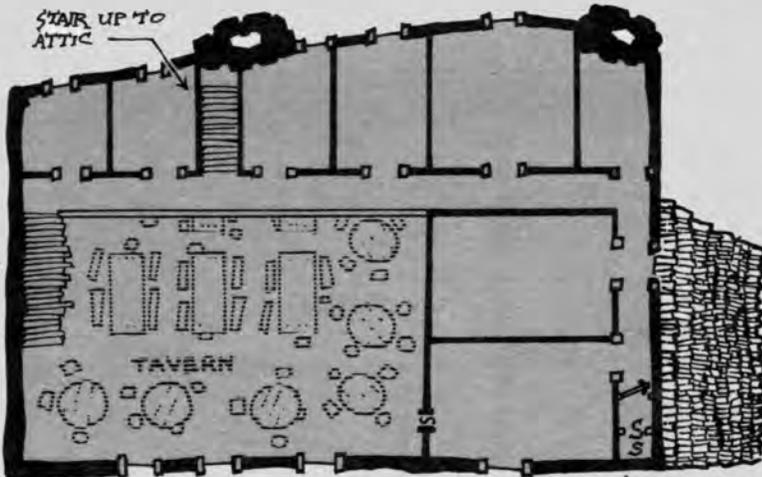


Red Bear Lodge

RHEGUS OBTAINED WHAT IS NOW RED BEAR LODGE FROM THE HEIRS OF THE LATE MERCHANT SASKAR KRAMPITZ (AFTER THE MERCHANT AND HIS CARAVAN DIED IN A BROOD RAID). IN THE SHORT TIME THAT HE HAS OWNED IT, RHEGUS' TAVERN HAS OBTAINED AN UNSAVORY REPUTATION. VILE ODORS IN THE CELLAR, MUSKY-TASTING FOOD, STRANGE UNDERGROUND RUMBLINGS AND SEVERAL UNEXPLAINED DISAPPEARANCES HAVE SERVED ONLY TO INFLAME RUMOURS ABOUT THE TAVERN AND ITS PROPRIETOR.

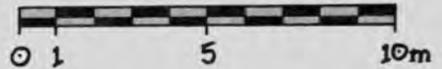
DOWN TO FIRST FLOOR

STAIR UP TO ATTIC



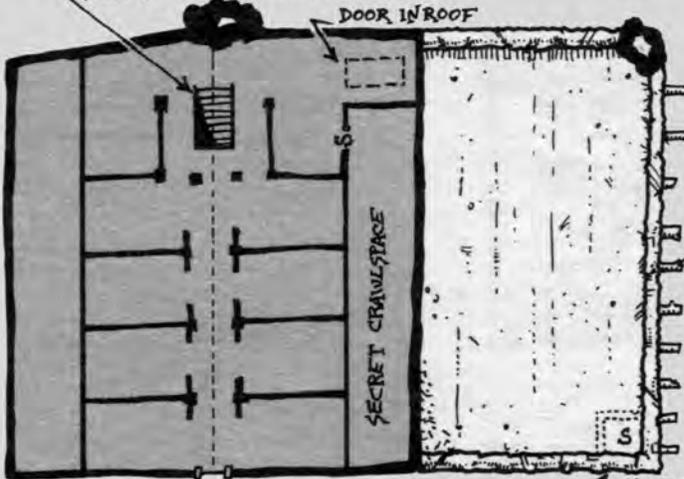
2ND FLOOR: PRIVATE AND SEMI-PRIVATE ROOMS

SECRET TRAP DOOR TO RHEGUS' ROOM AND THE ROOF.



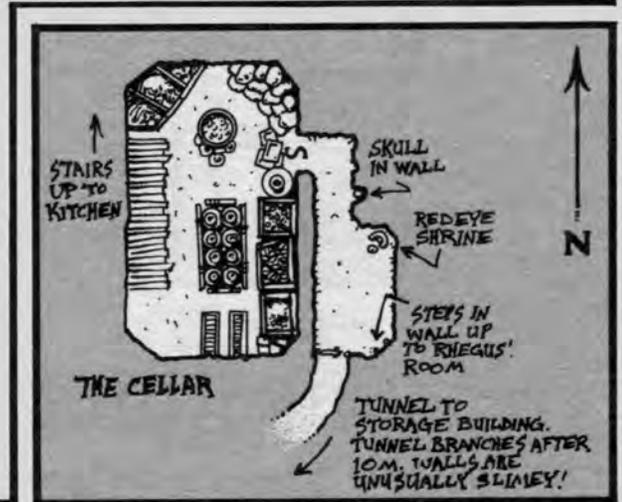
STAIRS DOWN TO 2ND FLOOR

DOOR IN ROOF



3RD FLOOR: DORMITORY STYLE BARRACKS (GABLED CEILING)

TRAP DOOR DOWN TO RHEGUS' ROOM



THE CELLAR

