

To do:

- I guess the main thing I have to do still is map out Narshasa.
- **What creatures, traps, treasures can be in this dungeon crawl? The dungeon can have creatures that are “decay” creatures -- wild creatures like spiders that just take up residence in abandon places. Carrion Crawler. Ooze. A putrid vapor that arises out of an ancient puddle.**

Make up some kind of healing magic item to give Ord?

Questions for players

- Did the characters ever get money from Haas?
- It was Kasskar who first saw Prosper confused in the woods on Lake Annika, right?
- Beowolf said he's left-handed and everyone else is right handed, right?

Questions for characters

- What does Beowolf do with Ishild's silver ring?

Heath prison

Stapleton Hall

Stapleton Hall is Heath Prison's administrative building. Stapleton Hall's facade looks like Bascom Hall. Guards there will let them pass into the prison, but will ask them what their business is and take their weapons. If they want to talk to someone here, the administrator Crispin will talk to them. To enter the prison, the party goes through the back of Stapleton Hall into the courtyard.

Farthing Hall is the front prisoner building. It's C-shaped and connects to Stapleton Hall to create the courtyard. It's like CMU's Dougherty Hall.

Farthing Hall has always been somewhat permeable to Hollin. The outside wall is right on the street so prisoners can talk with people going by and maybe make friends. But, the windows are like industrial-strength screens to prevent e.g. weapons from being passed into the prison.

They can talk to a prisoner named Clem here who used to work as a prisoner in the naval arsenal, and now he has the prisoners here self-governing and working on things for the

Admiralty.

At the back of Farthing Hall on the first floor, there's an archway that leads to Heath's rear building, Marlow Hall.

Marlow Hall

Marlow Hall is the shell. When the party goes through the archway into Marlow Hall, it looks like the Eastern Pen picture except that it's only the two levels of cells on the right side. On the left, the arched roof levels out and extends over the old Dera'a Prison building.

Dera'a Prison

Ambient stuff in Dera's: the howling and slamming, implements of imprisonment around.

The building looks like the Musée Champollion, except the facade is about four times wider, it's cruffier looking, crumbling sandstone. With a history skill check, the characters can recognize it as from about the same era as the City of the Dead.

The characters will be able to see right away that Dera'a isn't used -- there's no light inside the building except from their torches and the main stairwell is in poor repair. Initially they don't see anyone inside but they do hear some distant human howling echoing through the building -- unseen denizens doing call and answer -- also, iron doors slamming etc. However, they can see where some folks have gone recently from tracks on the dusty floor.

Floors 1 and 2

These floors are dominated by the Assembly Hall and its wide iron stair between floors 1 and 2. The characters may have to go down into it to have their torchlight spread around in it.

There's also a conventional staircase, marked * on the map. It's generally in poor repair. The stairs from 1 down to 2 have collapsed, but the party can go down to 2 using the Assembly Hall stair instead. To go from 2 to 3, the characters can use the * staircase but have to struggle to get over the stairs that collapsed from above.

Besides the assembly hall, there are offices on Floor 1 and cells on Floor 2.

Floors 3, 4, 5

This would be equivalent to FRC's chunk of NSH. When the characters come out of the stairwell on this floor, they'll be where the vending machines were in FRC.

They can go forward through the door to the catwalk of the panopticon, which extends down to levels 4 and 5.

Or, they can go to the right and go back from the highbay to a little maze of offices - a cell area maybe with solitary confinement cells. The area down by Red's office can be the same.

On the lowest level, someone has dug a hole in the packed dirt floor and exposed a double hatch. There are a few stoned-looking, pale, wide-eyed, loin-cloth-wearing prisoners sitting cross-legged nearby.

Both hatches are marked with runes. On a successful arcana roll, Ord recognizes them as divine runes. Ord would pronounce the first as "Kacha," and interpret it as "warning". Ord would pronounce the second as "Narshasa," and interpret it as "prison" or maybe "divine prison."

Narshasa

I think you come down a clay / stone stair in the dark, just wide enough for 1 person at a time, which is close to a curved wall. At the bottom of the stair is a tunnel...on both sides there are some low tomb-like openings in the rock, some with boulders rolled in front of them, some with the boulders rolled aside.

At the end of that tunnel, the characters emerge into a square stone carved room with the three prisoners from the inferno.

- Prisoners being harried by folks with whips.
- Individuals frozen in ice except for their face.
- An individual chained to a pole, constantly being attacked by a vulture or wolves. The players could be attacked by these.
- Someone who water goes right up to his mouth no matter how he moves.
- In some versions, the [Danaides](#) murdered their husbands and were punished in Tartarus by being forced to carry water in a jug to fill a bath which will thereby wash off their sins, but the jugs were actually sieves so the water always leaked out.[1]
- The giant [Tityos](#) was slain by [Apollo](#) and [Artemis](#) after attempting to rape [Leto](#) on Hera's behalf. As punishment, Zeus had Tityos stretched out in Tartarus and tortured by two [vultures](#) who fed on his liver. This punishment is extremely similar to that of the [Titan Prometheus](#).
- **Aornum** (Ancient Greek: Ἄορνον) was an [oracle](#) in [Ancient Greece](#), located in [Thesprotia](#) in a cave called **Charonium** (Χαρώνειον ἄντρον or χάσμα) which gave forth poisonous vapours.[1] The name of the cave, "Charon's Cave", reflects the belief that it was an entrance for [Hades](#), the Greek [underworld](#).[2]

If the players try to interfere with these prisoners' torture, a guard there tells them not to interfere.

After that room, they enter another tunnel, then another stone carved room which contains Auld.

OK, what is the layout or Narshasa? Generic dungeon? Tomb instead of cells? Is it like a building or a cavern? Are there any open spaces -- there could be an open space with a river like Peabody Park? Do they see things from the Inferno -- cliffslides, a city etc, circles?

There should be some tombs with stones rolled in front of them, for atmosphere.

Narshasa is a dungeon filled with disturbing exhibits in the style of the Inferno and the tortures the Greek titans were subject to.

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Auld

Auld is lurking near fire or an exhibit in Narshasa. He has tattoos of some of the things he's seen:

- His boss/idol, Horst.
- Himself being beat up by three butchers.
- Himself knife fighting another guy.
- Shambles fire.
- The prisoners in Narshasa.

When they find him, he's still in progress tattooing himself with scenes from Narshasa. I guess he could have acquired some magic attacks based on what's down here...fire/napalms can be his theme. Or, something about Narshasa -- he can summon wolves or vultures to attack enemies?

Witches' Chorus

- Ord Redding, bearer of Isra, heretic, exile, obsessive conspiracy theorist. You're searching for Prosper. The party killed Alaric Volker, and now the other Volkens are holding Prosper to draw the party in. But, the party can't overcome Gerholt and Harlan Volker alone. Prosper was a consoler to many people who can help. Contact Gregor and Naturalist and his friend Crispin for help.
- Aeris...umm...selfless...*advocate of science*? It's not our place to judge you.
 - ...sailing back from Hilde, you met a second Captain Krill, confused and not knowing how he got onto the Hedgepeth's canon deck. Not knowing what the second Krill was, you and the others set him adrift. But, *Beowulf* was found as an infant on Hilde, unaware of where he was or how he got there. Was *he* a

second Beowolf? You didn't set him adrift?

- Kasskar. ...sailing back from Hilde, you met a second Captain Krill, confused and not knowing how he got onto the Hedgepeth's canon deck. Not knowing what the second Krill was, you sided with Burns and set Krill adrift with his own corpse. But, you saw Prosper lost on Hilde, unaware of where he was or how he got there. Was *he* a second Prosper? You didn't set him adrift?
- Beowolf, bearer of Aria and hapless bearer of Ishild's lich ring. Left-handed, like a fell warrior -- out of a looking glass. No one noticed that you're the only lefty in Hollin, because no one would think to even look for something so...unlike any other human. Child of Hilde, we call you Beowolf Left-Handed, or as the heralds would say, Beowolf Sinister.

after game summary

The party goes to Heath prisoner looking for Auld, the Hobnail who killed Kasskar's family. Tracking him, they find the ancient Dera'a prison enclosed inside Heath, and then find the surreal divine prison Narshasa under Dera's foundations. They kill Auld. Deep inside Narshasa, the Witches' Chorus judges them again and suggests that Beowolf is not human.