

SIRENS OF SEA AND BLOOD

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THE SITUATION

The cliffs of Verz are along a remote shoreline, far from the nearest town. The grass is a mossy green, long and sinewy, and the sky is always a cloudy gray. At the edge of the cliffs are old crystals whose significance has never been understood. Monstrous *sirens* live in the caverns below.

The *sirens* occasionally wander out of their caverns to hunt and bring back food: men—but they will also eat wayward explorers.

They worship a frightful dark *goddess*, more ancient than anything above ground.

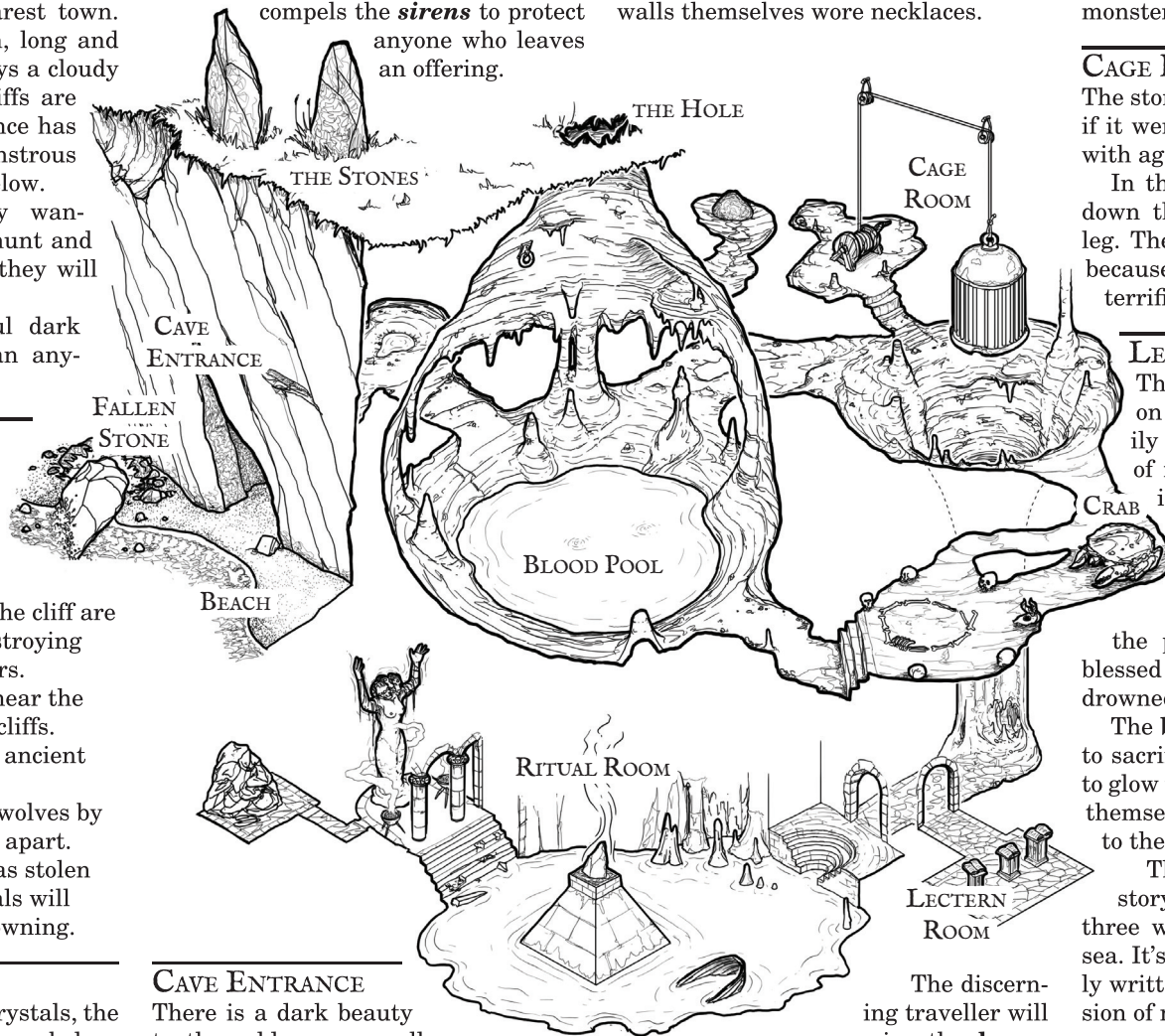
RUMORS NEARBY (D6)

1. Naked women have been seen bathing at the base of the cliffs, singing old songs no one recognizes.
2. The rocks at the base of the cliff are extremely dangerous, destroying boats and drowning sailors.
3. Dangerous witches lurk near the crystals at the top of the cliffs.
4. The crystals belong to an ancient *goddess* of the ocean.
5. There's a pack of vicious wolves by the cliffs that tear people apart.
6. Leaving an object that was stolen from the sea at the crystals will grant protection from drowning.

THE THREE STONES

Atop the cliff are two black crystals, the third fallen to the rocky shore below. They represent the three *sirens*, beautiful and dangerous as black obsidian. At the base of the two standing stones are **small tokens**: superb conch shells, the blood of a virgin man in a small

glass vial, and a pile of shiny jewels and precious metals. The *goddess* compels the *sirens* to protect anyone who leaves an offering.



CAVE ENTRANCE

There is a dark beauty to the cold cavern walls, sprinkled with glittering sea spray. The air smells of salt and brine. Slick seaweed and slime covers the stone. Beyond is unlit, for the caves house only creatures of darkness.

BLOOD POOL ROOM

This is arranged like a macabre living area, drapes of **old sails** and stitched-together clothing, **silks** hung along the walls, beads and other shiny objects woven together as though the walls themselves wore necklaces.

entrances, either bathing in the blessed blood of the men she's killed, waiting along the side adding more jewels and silks to the room, or clinging to the ceiling like a shadow. Sometimes she appears as a woman, others as the *siren* monster, gray-scaled and slippery.

CAGE ROOM

The stone here is cold, hard wetness, as if it were solid ocean water, blackened with age.

In the **cage** is a teen **boy** who fell down the hole playing and broke his leg. The *sirens* haven't eaten him yet because they like to toy with him. He's terrified, naked, and trapped.

LECTERN ROOM

The three **books** of black magic on display here are not necessarily evil, but based in the blackness of night. Anyone who reads them is compelled to perform them to completion.

The **book of the dead** contains rituals for raising and talking to the dead, and the proper burial of the queen of blessed dead. All require bones of the drowned and a life willingly sacrificed.

The **book of darkness** teaches how to sacrifice eyes to see in the dark and to glow in deep waters. Those that blind themselves can traverse "dark space" to the "other side."

The **book of the stars** tells the story of the queen herself and of three worlds tied together by a great sea. It's confusing, terrifying, and partly written in a scrawl that blurs the vision of normal human readers.

RITUAL PYRAMID AND STATUE

The deepest room, with the pyramid and the statue, is where **Sala** is usually found, reading over the books or in worship of her dark *goddess*. The

d6 Cavern encounter	
1	High tide sweeps in, drowning any who can't or won't leave. (Entrance/pool chambers only)
2	A towering, monstrous crab, ten feet wide, defending its cave and the baby crabs scuttling around
3	A swarm of bats, buffeting, blinding, and terrifying
4	The ghost of a beautiful young man, endlessly repeating the tale of his murder
5	<i>Mesi</i> , naked, in her original human form
6	A pile of discarded men's clothes, boots, and accoutrements

three *sirens* might be here together performing a ritual if they're caught at the right time. The **pyramid** is a representation of the world coming to a point at the stars. Below the water, another pyramid points downward into darkness.

THE SIRENS THREE

Once human, each siren found the sacred crystals separately and was transformed into something more.

They now have skin as gray and slippery as eels, rows of sharp shark teeth, milky eyes that can see in darkness, and a hunger for man flesh. They will eat men, but women they try to *convert*.

Occasionally they'll appear as their human selves, sitting naked alongside one of the pools, staring intimidatingly, waiting.

Sirens have the ability to breathe underwater, look like the human women they once were, emit a mesmerizing low-tone song to confuse men, and live forever.

THE CRYSTAL KNIVES

Each siren carries a sharp crystal. These suck life from those touched by them, transferring the life to its siren owner. With every touch, a year of life is lost. Holding onto one transfers one year of life per second.

MESI THE PIRATE

The oldest of the three, Mesi was first drawn to the shrine when she was stranded on the beach of the cliffs.

The rest of her crew had died in a shipwreck on the rocks making her the sole survivor.

She could hear whispers on the wind escaping the crevice in the cliffside, promises of power beyond what she'd known as a pirate. Mesi likes being in charge and lording her experience over the other two.

She might stop *Kai* from viciously killing someone just to prove her dominance, and then try to take the meal from her.

KAI THE MURDERER

Kai was a young woman from a nearby village who fell into the hole and broke her leg. Mesi found her and dragged her back to the shrine, promising her an escape from her tyrant of a father and healing her leg. Kai accepted, murdered her father, and is the most gleeful siren of the three. She loves to murder men with a vengeance that the other two find reckless at times.

SALA THE WITCH

In search of a greater power than land magic could bring her, Sala found the crystals as a result of a powerful binding ritual she cast on herself. She was dying and wanted to live forever, and so the caverns called her name, and she became the third siren of this age.

This priestess has blinded herself, and wears a black cloth blindfold across the gaping holes where her eyes were.

TRILEMMA ADVENTURES

Sala is the keeper of the tomes of black magic, and the other two resent her for her knowledge.

STATUE—GODDESS OF THE OCEAN

The statue depicts the queen of the dead, as the ancient ocean creatures regarded her. She's uncanny and hard for mortals to look at; her **three heads** appear like like blurs of blackness and her body like a vibrating, slippery thing. She looks half human, and **whispers** in an inhuman language emanate from within her.

CONVERTS

Women converts are brought to the statue. If they pledge loyalty to the dark queen and stare upon her many faces, they will hear her singing.

The three sirens then wound the convert, cutting her forehead, stabbing her throat, then her stomach. Beams of dark purple radiate from the wounds to the statue's three heads, imbuing the convert with the strength of the queen and healing the wounds.

Converts return to their villages with the ocean's strength and vitality—and an oath to lure living men to the caverns as meals for the sirens.

Should a woman kill a siren, they hear the call of the queen, the sub-oceanic cacophony of dolphins and whales. If they accept the siren blessing, they become the new siren. If they refuse, the statue kills them with purple light.

Should a man kill a siren, they grow sick, turning into a fish in fortnight unless someone can break the curse.

