

CAVE OF THE FURIES



Setting description

This setting is for the adjoining map pair shown above.
The waters rage among the pillars of rock in Thymosion Bay, a place that the crashing seas prevent most from visiting. Atop the pillars, harpies have made their nests, attacking all who come close unbidden. For those who avoid a vicious onslaught and reach the far cliff, the crumbling cave entrance awaits. Inside, the malevolent waters are calmer, surging only around the pillar of justice that rises in the centre of the cave. In the dim corners of the cave are the three thrones of the Furies. When in use, the Furies sit upon them in judgement or are wrapped in themselves in a state of far vision, watching the world. When vacant, beware, for the hounding Furies are at large, bringing vengeance to a pitiable soul.

NPCs

- 1 Forlorn Phirbis, dragged here to be punished by the Furies for his infidelities, he managed to escape the cave, but has made it only as far as the nest of a harpy, where he lays, curled under some rags.
- 2 Marda, a penitent patricide, who kneels praying by the cave entrance, hoping to avoid a terrible fate. She uses a beaded Fate of the Corrupt necklace to count her chants.
- 3 Saruki, an invisible witch, who is attempting to harness the energy of vengeance that permeates the area. Suffering from the flaw of being too nice, she is desperate to find her dark side.

The Furies

The Furies may be spoken to by visitors if they are not enacting their grim, scourging justice. They will hear and judge complaints. However, the three bat-winged sisters, their eyes dripping with blood, have little compassion and if they detect lies or malfeasance they will attack with fury.

Around the cave (see numbered map)

- 1 The rocks here are very loose and can easily send the unsure footed crashing to the waters below
- 2 In this nest there is a small pouch of curse tokens. They list the many enemies of a girl called Umriase.
- 3 The cliff is daubed with fresh blood, marking a trail along the rock face to a small opening.
- 4 The bridge to the centre of the cave has long ago fallen. It is said the righteous can still fully cross it.
- 5 In this corner, sounds of the ages remain forever echoing. They are mostly the screams of the scourged.
- 6 A statue of a hooded god stands here. Its face has been scraped away and is covered in talon marks.
- 7 The Pillar of Justice is where transgressors wait for judgement. It is set with tesserae made of dyed bone.
- 8 The sea has undermined the ledge here. If more than two characters stand on it, it will collapse.

Reasons to visit the Cave of the Furies

- 1 An associate of the party has sent a letter asking for help. They have been taken to the cave to face judgement and the party are to be called as witnesses. Having angered the Gods, the outlook for your friend is poor and divine vengeance is on the cards.
- 2 The Furies have no need for treasures and so discard the items of their victims around the Pillar of Justice. Perhaps a general treasure hunt would be a fun diversion, or perhaps the party need a special item a recent victim is known to have held at their death.
- 3 The party want to ask the Furies to enact vengeance against someone who has broken a solemn oath sworn to them. They must prepare their case carefully.