

## 1: Corpse Stalker | Siren's Pull Wiki | FANDOM powered by Wikia

*After the battle is over, The Siren's skull will lie on the floor. Breaking the skull will unlock the Song of the Siren. Having the Dry Baby will make it harder to kill her due its Necronomicon effect.*

Those sailors were from our village. The same men who banished us here to die. She was employed by Caroline and Alaric as a nanny to watch over Josie and Lizzie. She is later revealed as the older adoptive sister of Sybil , and the second Siren with an unknown agenda towards the siphoner twins. Contents [ show ] Early History Before B. C, she was banished from her village to an isolated island as a punishment for her psychic abilities. Initially, she inhabited the island alone, until another village girl with the same abilities washed upon the shore, Sybil. Later on, thanks to their shared gifts as psychics, they grew close, like sisters, related in everything but blood. Those sailors were from the very village that previously banished her and hence according to her, they deserved to be punished. Consequently, the latter sought to cleanse her soul from the filth that stained it and thus tried to commit suicide by jumping off the cliff. However, Seline found out what her sister had done and before the former met her end, she prayed to God for help, though another came. The terms of the deal were that he would save her sister and make them both immortal, beautiful and eternally young, but in return, they would feed upon flesh and offer him the souls of the wicked. Seline accepted the deal and they were both turned into the Sirens , servants of Arcadius. While there they befriended Ethan Maxwell , the local metalsmith and learned of the witches spelling a metal work of his, the town bell. Given this opportunity, Seline took her chance and was able to escape, leaving her sister behind in the process. A year after her escape, Dalton records that Seline returned to Mystic Falls; she searched for the bell, though she would not find it. She was planning on killing him and sending him to Arcadius though when she looked into his mind, she saw a good person who was turned into a monster. Later, Seline drops off the girls to spend lunch with Caroline at the News Station. While there, Pete, from Sound, gave her a flash drive to give to Caroline. With the girls spend time with their mother, Seline leaves to grab a salad. Seline asks Caroline if she thinks the girls would leave the house, as the front door is standing wide open. She shuts the door, but upon returning to the kitchen, the knife she was using is missing. She tells Caroline that someone is in the house, but before she say anything further, Virginia sneaks up behind her, slitting her throat. Seline falls to the floor, seemingly dead. Caroline rushes home and seemingly saves Seline, feeding her some of her vampire blood to heal her wounds. Dear Diary" This article has been identified as an article that needs help. You may wish to edit it to improve the standard or quality of work present on this article. She was an island girl who was banished to the island for having psychic abilities. One day, Sybil arrived on the island and Seline became her sister. She killed sailors, fed on them and forced her sister to feed on them too. When Sybil tried to kill herself she made a deal with Arcadius and became a siren. When Georgie failed to do the latter, Seline killed her and fed on her dead body. She gets him to agree to have her escort the girls to the Carnival where they win a dead goldfish. Seline then starts to groom them to be servants for Cade. She then takes them, knowing that her identity has now been outed. As her sister joins her, Sybil makes it clear that she still holds hostility for her sister after she left her to rot in the Armory. After everyone at the diner notices them the Sister and Damon sets off, eventually coming to White Cedar Motel clocking the twins with their magic where they rack up a body count as an offering for Arcadius. Once he appears to his servants Seline makes her plea to offer up the twins in exchange for their freedom. The twins intrigue Arcadius, though before it can be accepted, Sybil offers up a better offer, two immortal vampires: Later that night Sybil reveals that she cut Seline out of her deal with Arcadius and that Seline did not have a free pass out of hell. Bonnie and Enzo showed up and she talked to them about her story with Stefan. Bonnie helped Seline, by calling Alaric, and she told him that she needed to erase the psychic imprint that she created, otherwise they would be forever linked to her. After hearing her out, she then gave Bonnie and Enzo the tuning fork and they left. In The Simple Intimacy of the Near Touch , Seline informs Caroline that she has the biggest piece of the artifact that could kill Sybil, who was out of control, however Caroline along with Bonnie dismiss Seline and her offer to be allies. Sybil reasons that if Damon and Stefan could, then so could they. Seline wanted an apology for Sybil screwing her out of the

deal she made with Arcadius, though Sybil refused, countering with that she turned her into a cannibal, sold her into servitude and abandoned her for over a century. However, before the conversation concluded they were interrupted with the appearance of Arcadius himself. Seline attempts to plea with Arcadius, but he refuses them, telling them that he will handle the Salvatore brothers and Mystic Falls from now on and proceeds to kill them both with hellfire. In *What Are You?* With their plan foiled, they attempted to have Ethan Maxwell to use the Maxwell bell to free their master from Hell. Personality Seline is described as "a warm, nurturing nanny of two young kids by day, and a small-town girl trying to find her place in a dangerous world by night. It is later revealed that Seline is the second siren and the adoptive sister of Sybil. Sybil describes her to have a hunger for vengeance against those who imprisoned her on the island all those thousands of years ago. Seline also has no problem killing people, specifically men, and she even goes as far as using those humans as a source of food and tricks the girl she considers her sister to eat them as well. Over the centuries, Seline seems to have become less malevolent and manipulative than she originally was, feeling remorse for what she did to her sister and planning for years to find an offering that she could give to Arcadius so that she could free them both from their curse, and that she was tired of the killings. Unlike her sister, Seline also seems to be more fearful and easier to intimidate as she looked startled when being threatened by Alaric, a mere mortal, and was visibly scared when Arcadius appeared. Despite being a siren, Seline showed that she cared deeply for Lizzie and Josie. Despite originally offering the twins to Arcadius, Seline worried that the twins would suffer if she did not remove the psychic link to herself, It also seems that she shows remorse for her victims similar to the way Stefan Salvatore did when he was a ripper, she kept lists of her victims. While it is unknown exactly when Seline started developing a conscience, over the centuries she was considered by Arcadius to be his greatest soul bringer, but a major turning point seemed to happen when she met Stefan as she saw him write the names of his victims on the wall. After she peered into his mind, she found no evil lurking in himself, only anguish and remorse, which had greatly affected her. Physical Appearance Seline is very beautiful and, sometimes, described as the "hot nanny". She is of medium height with long, dark brown hair that is always down. She has round brown eyes and olive toned skin.

### 2: The Siren - The Official Binding of Isaac: Antibrith Wiki

*Corpse Party-Tortured Souls, followed by the Missing Footage OVA, is the second OVA of the Corpse Party franchise, and is a mini-series consisting of only four episodes. The opening soundtrack, "Hoshikuzu no Ring" (Ring of Stardust), performed by Asami Imai, is a highly riveting piece.*

According to Hyginus , sirens were fated to live only until the mortals who heard their songs were able to pass by them. One of the crew, however, the sharp-eared hero Butes , heard the song and leapt into the sea, but he was caught up and carried safely away by the goddess Aphrodite. Odyssey[ edit ] Odysseus was curious as to what the Sirens sang to him, and so, on the advice of Circe , he had all of his sailors plug their ears with beeswax and tie him to the mast. He ordered his men to leave him tied tightly to the mast, no matter how much he would beg. When he heard their beautiful song , he ordered the sailors to untie him but they bound him tighter. When they had passed out of earshot, Odysseus demonstrated with his frowns to be released. She appeared to have some psychopomp characteristics, guiding the dead on the after-life journey. The cast terracotta figure bears traces of its original white pigment. The woman bears the feet, wings and tail of a bird. The Sirens were called the Muses of the lower world, classical scholar Walter Copland Perry " observed: The term " siren song " refers to an appeal that is hard to resist but that, if heeded, will lead to a bad conclusion. We know all the pains that the Greeks and Trojans once endured on the spreading plain of Troy when the gods willed it so" all that comes to pass on the fertile earth, we know it all! The end of that song is death. It has been suggested that, with their feathers stolen, their divine nature kept them alive, but unable to provide food for their visitors, who starved to death by refusing to leave. They [the Greeks] imagine that "there were three Sirens, part virgins, part birds," with wings and claws. They drew sailors, decoyed by song, to shipwreck. According to the truth, however, they were prostitutes who led travelers down to poverty and were said to impose shipwreck on them. They are said to have stayed in the waves because a wave created Venus. Hence it is probable, that in ancient times there may have been excellent singers, but of corrupt morals, on the coast of Sicily, who by seducing voyagers, gave rise to this fable. The etymology of Bochart , who deduces the name from a Phoenician term denoting a songstress, favors the explanation given of the fable by Damm. The ballad is also conserved in a Swedish version.

### 3: Siren (video game) - Wikipedia

*Siren: Blood Curse is the third installment in the series and was released in July. The game is a "reimagining" of the first game and it tells the story of an American camera crew's disappearance in a mountainous region in Japan.*

Poetry can be one of the most unique ways of utilizing the written word to tell a story. Like a siren itself does, the poem draws the reader in with its content and style both, in what is best described as a fun and well-written story in poetry. Historical Context Before the poem can be analyzed, its historic context is important. They are described as being combinations of women, fish, and bird, and had divine origins, though they could be perceived by mortals. In the tales from Ancient Greece, the sirens are noted as being extremely dangerous. They could be found on Sirenum Scopuli, a collection of three small islands marked by dangerous ridges and sharp rocks, the kind that a ship would only go through if it was asking to be destroyed. What was so dangerous about the sirens was that they were indescribably beautiful, and everything about them followed that, including their voices. In *Odyssey*, they were known for luring sailors to their deaths, because when men heard their singing and saw their figure, they were consumed by a desire to be with them, so much so that it overrode their reason or even survival instinct, and drove them to their deaths when they attempted to reach the sirens. Odysseus, the central character of poem, wished to hear their song, and so took his ship to Sirenum Scopuli but not before blocking the ears of his entire crew with beeswax and ordering himself tied to the mast, not to be let down under any circumstances. His crew obeyed, and while he begged and pleaded and threatened after the sirens began to sing, he was not let down by his deaf crew until they were well away from the island. The sirens continue to hold an image in popular culture as a fascinating element from this mythology. It says that their song is strong enough that even when those men who hear it can see plainly the bodies and bones of those who passed by before them, they still try their best to reach the island where those bodies are to be with the source of the song. And it is described as the one song that people want to know, that everyone wants to learn. It suggests that the song itself is what causes men to be desperate for the singer, and not the voice of the siren who sings it. But still, the structure of the poem is important; it cuts each idea off partway through and brings the reader to the next line in a slow and halting way. Stanzas The narrator of the poem is revealed to be one of the three sirens, one of the only three beings on earth to understand this powerful song. And yet, the siren presents herself as being tired of being a siren. The verses abruptly become small again here, a clever way of ensuring that the lines are all short to increase the suspense of what is being read. Stanza 9 It works every time. The last verse of the poem is as abrupt a shift as the last two, giving the impression that while the siren is charming and begging for help, an unfortunate sailor is heading towards her as fast as he can. By breaking up the verses to be short and quick, she forces the reader to move through the poem quickly.

### 4: Sirens Mythology - Crystalinks

*THE SECOND WORLD WAR > WE ARE OPEN - WEEK SEVEN - THE DAY OF BATTLE - February 23rd - March 1st - Chapter(s) Five and Six: PART TWO - 5. Corpse of the Siren - The Entire World was Burning and 6.*

Contents [ show ] Origin Shibito are the outcome of the ceremonies performed in Hanuda, Japan. Shibito literally means "corpse person". Because Shibito are fundamentally religious fanatics for a supernatural deity this deity is different in each game, they feel compelled to fulfil its wishes. Anyone who imbues the red water will eventually turn into a Shibito - this will happen quicker the more they drink and instantly if they are killed. However, the survivors are able to "sightjack" the Shibito, allowing them to see what the Shibito see, with the same hive mind the Shibito themselves use to communicate. This gives them a slight advantage in avoiding the Shibito, though does nothing to prevent their eventual fate in joining them. It is hinted in the first game and its remake that the Shibito sees the world very differently from the survivors. It is a considerably happier place, full of tiny angelic beings. Powers and Abilities Unlike zombies, Shibito are relatively intelligent and retain much of their humanity. They are able to talk, though generally just the same few phrases and folk prayers over and over. They often continue to do what they last did before they were endlessly turned into Shibito until interrupted by a living soul. Once they detect a non-Shibito, they will use what cunning and intelligence they have to stalk their prey until they lose track of them, at which point they will return to their usual routine. Many Shibito are armed with the tools or firearms they died holding, so should generally be avoided if one is unarmed. Shibito can be knocked down with enough force and incapacitated for a while, but they will always rise back up eventually. Mutations After some time has passed, the Shibito will eventually mutate, becoming more insect-like - in the first game and its remake, this is because their deity is a giant insect creature. This leads to the Fly Shibito a flying variant that is hard to escape from in the open, the Dog Shibito a fast-moving enemy, the Spider Shibito able to climb up walls and across ceilings, often surprising its victims and the Brain Shibito who is instrumental in controlling the nearby mutated Shibito and often a key target. The mutated Shibito rise up much faster after being defeated than their more human kin. Unlike Shibito, they are afraid of light and will not approach a well-lit area. They can also be dissuaded to come any closer with a lit torch, as a strong light will hurt them. Most of the major antagonists of Siren 2 are people that have been turned into very strong Yamibito variants.

*The Siren is the quarterly publication of Nyack Community Ambulance Corps N. Midland Avenue, Nyack, NY Susan Hellauer, EMT-B, editor (www.enganchecubano.comer@www.enganchecubano.com).*

And their names are Thelxiope or Thelxinoe, Molpe and Aglaophonos. Hence Hesiod said that they charmed even the Anemoi Winds. Vellacott Greek tragedy C5th B. Aldrich Greek mythographer C2nd A. Rieu Greek epic C3rd B. Mair Greek poet C3rd B. Grant Roman mythographer C2nd A. Rouse Greek epic C5th A. But now, half human and half bird in form, they spent their time watching for ships from a height that overlooked their excellent harbour; and many a traveller, reduced by them to skin and bones, had forfeited the happiness of reaching home. It was predicted that they would live only until someone who heard their singing would pass by. Melville Roman epic C1st B. Jones Greek travelogue C2nd A. For the story goes that the daughters of Akheloios Achelous were persuaded by Hera to compete with the Mousai Muses in singing. Pearse Greek mythographer C1st to C2nd A. The only one to swim off to them was Butes, whom Aphrodite snatched up and settled at Lilybaeum. The Seirenes, hoping to add the Argonauts to these, made haste to greet them with a liquid melody; and the young men would soon have cast their hawsers on the beach if Thrakian Orpheos Orpheus had not intervened. Raising his Bistonian lyre, he drew from it the lively tune of a fast-moving song, so as to din their ears with a medley of competing sounds. The girlish voices were defeated by the lure; and the set wind, aided by the sounding backwash from the shore, carried the ship off. The poor man swam through the dark swell making for the shore, and had he landed, they would soon have robbed him of all hope of reaching home. But Aphrodite, Queen of Eryx, had pity on him. She snatched him up while he was still battling with the surf; and having saved his life, she took him to her heart and found a home for him on the heights of Lilybaion. Venus [Aphrodite] saved him at Lilybaeum, as he was borne along by the waves. Miller Roman tragedy C1st A. C, Antikensammlung Berlin Homer, Odyssey Shewring Greek epic C8th B. If a man in ignorance draws too close and catches their music, he will never return to fine wife and little children near him and to see their joy at his homecoming; the high clear tones of the Seirenes will bewitch him. You must row past there; you must stop the ears of all your crew with sweet wax that you have kneaded, so that none of the rest may hear the song. If you implore your crew and beg them to release you, then they must bind you fast with more bonds again. When your crew have rowed past the Seirenes. I will tell you of them, so that in full knowledge we may die or in full knowledge escape, it may be, from death and doom. Her first command was to shun the Seirenes Sirens --their enchanting notes, their flowery meadow. I alone was to hear their song, she said. You for your part must bind me with galling ropes as I stand upright against the mast-stay, with the rope-ends tied to the mast itself; then I shall stay there immovably. And if I beg and beseech you to set me free, you must bind me hard with more ropes again. Meanwhile the trim ship sped swiftly on to the island of the Seirenes, wafted still be the favouring breeze. Then of a sudden the wind dropped and everything became hushed and still, because some divinity lulled the waters. I myself, with my sharp sword, cut a great round of wax into little pieces and set about kneading them with all the strength I had. Then they bound me fast, hand and foot, with the rope-ends tied to the mast itself, then again sat down and dipped their oars in the whitening sea. But them, the Seirenes Sirens saw the quick vessel near them and raised their voices in high clear notes: Pause with your ship; listen to our song. Never has nay man passed this way in his dark vessel and left unheard the honey-sweet music from our lips; first he has taken his delight, then gone on his way a wiser man. We know of all the sorrows in the wide land of Troy that Argives and Trojans bore because the gods would needs have it so; we know all things that come to pass on the fruitful earth. I twitched my brows to sign to the crew to let me go, but they leaned to their oars and rowed on; Eurylokhos Eurylochus and Perimedes quickly stood up and bound me with more ropes and with firmer hold. But when they had rowed well past the Seirenes--when music and words could be heard no more--my trusty comrades were quick to take out the wax that had sealed their ears, and to rescue and unbind myself. But the island was hardly left behind when I saw smoke above the heavy breakers and heard a great noise [the whirlpool of Kharybdis Charybdis ]. One played the cithara, the second sang, and the third played the flute, and in this manner they used to persuade passing

sailors to remain with them. From the thighs down they had the shape of birds. An oracle had said that the Seirenes would die if a ship ever made it past them; and indeed they died. What half-maiden Fury-hound [Skylla Scylla ]? What barren nightingale [Seiren Siren ], slayer of the Kentauroi Centaurs , Aitolis or Kouretis Curetis , shall not with her varied melody tempt them to waste away through fasting from food? The Kenaturoi who escaped Herakles were charmed by the song of the Seirenes and forgetting to eat all perished. Gullick Greek rhetorician C2nd to C3rd A. It was their fate to live only so long as mortals who heard their song failed to pass by. Ulysses [Odysseus], instructed by Circe, daughter of Sol [Helios the Sun], stopped up the ears of his comrades with wax, had himself bound to the wooden mast, and thus sailed by. Ulysses [Odysseus] proved fatal to them, for when by his cleverness he passed by the rocks where they dwelt, they threw themselves into the sea. This place is called Sirenides from them, and is between Sicily and Italy. Paul Getty Museum Alcman, Fragment 1 trans. Lamb Greek philosopher C4th B. Scholfield Greek natural history C2nd A. Fairbanks Greek rhetorician C3rd A. Mozley Roman poetry C1st A. Walsh Roman novel C2nd A. Seirenes were women with lyric voices who, in bygone Greek myth, dwelled on a small island and so enticed passing sailors with their beautiful voices that crews steered in and perished there. From their chests up they had the form of sparrows, below they were women. And the song of pleasure has no good consequence, only death. But the truth of the matter is this, that there are narrow straits in the sea created by certain mountains in which the compressed rush of water sends up a sort of melodious lilt; when those who sail by hear it, they trust their lives to the rushing water and perish, with crews and ships. Thelxiepeia, Peisinoe, Ligeia; Anthemousa the island they inhabited.

### 6: Daughter of the Siren Queen by Tricia Levenseller

*NYACK COMMUNITY AMBULANCE CORPS THE SIREN OCTOBER PAGE 3 The annual EMS Expo for was held in Las Vegas, NV, from August 31st to September www.enganchecubano.com location was the LV Convention Center.*

Edit The Shibito are the result of human exposure to the Red Water, a crystalline liquid that enters the body through ingestion, prolonged submersion or directly through open wounds. The Red Water has regenerative properties, allowing the characters to restore health quickly. When a person becomes too contaminated with Red Water, or the Red Water regenerates a dead person, that person becomes a Shibito. The Siren beckons the villagers of Hanuda to bathe in the Mana River, which is a religious procedure, but the Mana River becomes Red Water, causing all the villagers to become Shibito. Forbidden Siren 2 Edit The Shibito are now dead corpses inhabited by a Shiryō, a smoky spirit that appeared on Yamijima Island after a red tsunami washed over the island, killing most of the inhabitants. The Shiryōs then enter the corpses and reanimate them. Blood Curse Edit Because Siren: Blood Curse is a reimagining of Siren, the Shibito origin is the same. Instead of Red Water, all the water in the village becomes blood, which has the same effect as the Red Water. It begins to rain blood as well. By the time Howard Wright encounters the police officer, most of the villagers are dead or dying. The blood rain then revives the corpses as Shibito. Other Shibito patrol Hanuda, ready to kill and convert any remaining humans. They are occasionally heard uttering unintelligible murmurings, with a weird rasping quality to their voice, as though they are gargling water. There are various behaviours of Shibito: Solitary Shibito are found focused on one task such as hammering plywood, eating, or cutting grass and will not displace from this activity unless the player makes themselves known nearby. Guard Shibito are fixed in one position but they keep a vigil on a certain area, such as a corridor or a door, and are usually equipped with a pistol. If the Shibito is a guard with a firearm, they will first attack the player until the player is out of sight, at which it will shout, then pursue the player. Sniper Shibito will not move at all, and will snipe the player with their rifles. Patrol Shibito follow a set route, actively looking for humans. They are usually equipped with melee weapons. If the Shibito is a patroller, the Shibito will shout to attract nearby Shibito and then actively pursue the player, attacking them with weapons or by strangling. Most Shibito can be displaced from their post or route by shouting, or any other noisy distraction. More often than not, the Shibito will be displaced indefinitely, allowing alternate routes through a level. Shibito will also react to nearby gunshots, even from the player, and will investigate. Footsteps can also be heard and will affect Shibito in the same way as other noises. After a Shibito takes enough damage, they will be rendered unconscious, crouching into a prayer-like position and will recover after a period of time, briefly remaining in an alerted state. Different Shibito have various recovery rates, ranging from a very long time to only mere seconds. Forbidden Siren 2 Edit Because they are not bound to a higher entity, the Shibito simply re-enact their own tasks when they were alive like scraping a trowel over a wall or patrolling with a gun. Although they are the same entity as those in Forbidden Siren, the Shibito lack the bluish hue in their skin, appearing bloodier with bleeding eyes, noses and mouths. Their voices are high-pitched and distorted, and some of the Shibito will initiate conversations with other Shibito, or just utter to themselves. Some Shibito will talk to the player when attacking them. The Shibito can no longer try to strangle the player, and instead, they can grapple the player, biting them until the player shakes them off. There are solitary, guarding and patrolling Shibito, but the Shibito do not evolve into more complex forms. The Shibito will shout when they see the player, and then pursue them. Sniper Shibito are also present. They are succeeded by the Yamibito halfway through the game. On Hard Mode, the Shibito are more efficient at detecting the player, and are extremely vicious when equipped with firearms. Certain Shibito are more powerful than others, such as Tomoe Ohta, who has the fastest recovery rate or Tsuneo Ohta, who is the fastest moving Shibito. Rendering the Shibito unconscious is not permanent; they will revive when a Shiryō enters the corpse. The player may delay the recovery rate by defeating nearby Shiryōs. The Shibito will also drop their weapon, so the player may pick it up. An empty-handed Shibito will pick up a weapon only if it is directly in their patrol route- it will never leave its patrol route to pick up a weapon. Otherwise, the Shibito simply wander the village, killing any remaining humans or re-enacting their previous life such as writing at a

desk, gardening, praying, etc. Unlike the original Shibito, these lack the bluish tinge to their skin and instead have a tenebrous hue which makes them extremely pale. Their eyes are bleeding out, while their skin and clothes are splattered with dirt and bloodstains. The Shibito can grapple like in Forbidden Siren 2, but instead of biting, the Shibito will attempt to instantly kill the player, by either drowning them in the water, or executing them with their weapon or their bare hands until the player shakes them off. As in the previous installments, there are solitary, guard and patrol Shibito. Unlike the previous games, there are no Sniper Shibito apart from only one instance but even then, the sniper is just a patroller on a vantage point. When knocked out, they will recover after a period of time which varies between Shibito. They will also drop their weapon, allowing the player to pick it up. Unlike Forbidden Siren 2, the Shibito are just as aggressive without weapons, and can easily beat the player to death with their fists. It is hinted in the first game and this remake, that the Shibito see the world dramatically different from the real survivors. It is a considerably happier place; filled with a warm, sunny environment with tiny, floating angelic sparks. Forms The more complex forms of the Shibito indicate an insect-like intelligence such as their construction of a Nest and their insect-features. This is due to Datatsushi being the combination of an insect and fish.

*Corpse Stalker Appearance: A feline beast, large and foreboding looking, but very much a shadow feel to them; as if they aren't so tangible. But they are real and pack a hard punch when on the move.*

Siren video game Siren is the first installment in the series and was released in November for the PlayStation 2. Following the interruption of a ritual in the forest near midnight and a subsequent earthquake, the village teeters between time and space, with an infinite sea of red water in place of the usual surrounding mountains. The crux of the story focuses on the efforts of Hisako Yao, the leader of a local religion, to resurrect or re-awaken a being known as Datatsushi through an occult ceremony. The shibito then go about building a nest to house the corporeal form of Datatsushi once it is summoned, as well as killing and converting any living humans left in Hanuda. The story is told through the perspectives of ten survivors, some of whom are natives of Hanuda, and is presented out of chronological order over the three days in which the mystery takes place.

Forbidden Siren 2[ edit ] Main article: Forbidden Siren 2 Forbidden Siren 2 is the second installment in the series and was released in February The game tells the story of several characters who become trapped on Yamijima, an island off the coast of mainland Japan. On August 3, , an underwater cable was cut, and all power to the island was lost. During the subsequent blackout, all of the islanders disappeared and the island became deserted. Twenty-nine years later, in , a magazine editor called Mamoru Itsuki is visiting the island to conduct research for an article when the ferry he and a small group of other passengers are on capsizes, after it is hit by a red tidal wave. Shortly after his arrival, a group of soldiers crash land on the island after their helicopter has engine troubles. The game is played through several character perspectives, each with his or her own strengths and weaknesses, through an overlapping timeline of the fateful night that alternates between the present and the past. The story can unfold in different ways with, in many cases, two or more different versions of a level, which will have slightly different objectives than the original. If the player is thorough and plays through these optional versions, the story and characters may develop even further than before.

Blood Curse[ edit ] Main article: Blood Curse is the third installment in the series and was released in July At the same time, an American high school student has also traveled to Hanuda due to a mysterious e-mail message that he had received. At nighttime, the crew stumble upon a ritual called a Mana ritual being performed where they watch local murdered as part of the ritual. As another local was about to be sacrificed, the American student intervenes and saves the local, then goes out to find help. In the process of getting help, he encounters a policeman that tries to kill him. Meanwhile, the sacrificed local revives as a Shibito, a "monster" of Hanuda, and attacks the camera crew.

### 8: Corpse - The Official Binding of Isaac: Antibirth Wiki

*The Shibito are the main enemies in the Forbidden Siren series. The Shibito are corpses reanimated by supernatural forces, but unlike zombies, they retain a sense of intelligence and personality.*

Gameplay[ edit ] Siren is divided into stages, each taking place in one of ten areas in the village of Hanuda, and organized chronologically in a table called the "Link Navigator". In order to complete a stage, the player must accomplish a primary objective that usually involves reaching an exit point, subduing undead enemies called shibito, or finding an item. The clarity of each target depends on the distance from the player character. Once a point of view is located, it can be assigned to one of certain buttons of the controller to easily switch between multiple points of view. However, the player character is unable to move during use of the ability and is thus vulnerable to attack. The game encourages the player to avoid Shibito rather than fight them. Characters can walk silently, avoid the use of a flashlight, and crouch behind objects to elude detection. Others require the player to escort a non-player character. Player characters can also shout at any time in order to get the attention of nearby Shibito. Within most stages, the player character can hide in certain places such as cupboards and lock doors to prevent Shibito from entering. When a Shibito hears a sound made by the player character, it will search in the direction from which they heard the sound. If a character is seen by a Shibito, the latter will pursue the character to kill them either with a melee or ranged weapon or by strangulation. The Shibito will also shout to alert other nearby Shibito. Weapons are available for the player throughout the game, ranging from melee weapons to firearms. While Shibito can be knocked out in combat, they cannot be killed and will reanimate after a short period of time. If a character is injured, they will eventually recover after a short period of time. Characters will also lose stamina during combat and while running, which will also naturally refill after a short amount of time. This article needs an improved plot summary. With strong religious beliefs important in the area, the locals like to keep to themselves and have sought to keep Hanuda isolated from the outside world. The crux of the story focuses on the efforts of Hisako Yao, the leader of the local religion, to resurrect or re-awaken a god through a ceremony. The story is told through the perspectives of ten survivors, some of whom are natives of Hanuda, and is presented out of chronological order over the three days in which the plot takes place. June Rather than employ traditional facial animation methods with polygonal transformation , images of real human faces were captured from eight different angles and superimposed onto the character models, an effect similar to projecting film onto the blank face of a mannequin.

### 9: Analysis of Siren Song by Margaret Atwood

*Margaret Atwood's Siren Song is an excellent example of such a poem, one that briefly tells a story through a style that compliments its own meaning, and is enhanced for it greatly. Like a siren itself does, the poem draws the reader in with its content and style both, in what is best described as a fun and well-written story in poetry.*

Her hair is tangled and entwined with rotting seaweed, and her body is gray and bloated, resembling a corpse that has been in the water for some time. The flesh has rotted back from the finger tips, exposing the bone. The siren sharpens this bone on the rocks on which she reclines, turning each finger into a deadly weapon. By means of their innate ability to cast advanced illusion spells, Ravenloft sirens present a very different face to the world. They appear to be beautiful mermaids with voluptuous bodies and sleek sea-green hair. Ravenloft sirens lure their victims into striking range by means of a song that acts as a mass charm. This song can be heard at great distances over open water: Each siren in the school can affect up to 8 Hit Dice worth of victims. Victims must make a successful saving throw vs. Those who fail are compelled to set course with all possible speed toward the singing. Upon sighting the sirens, they feel a compulsion to go ashore and sit down beside them. They may only be prevented from doing so by being physically restrained. Any character who sights a Ravenloft siren and makes a successful saving throw vs. Typically this roll will be made in secret by the DM and is made with a -4 penalty. Those characters who actively attempt to disbelieve the illusion do not suffer the a penalty. Once their prey is within reach, the sirens attack with their sharpened, bony fingers. Due to the advanced illusion, which includes tactile elements, this attack at first seems to be a gentle caress. During each round that a siren succeeds in inflicting damage, the victim gets to make an additional saving throw vs. A successful roll means that both the illusion and the charm suddenly vanish. The victim sees the siren for what she really is and can begin fighting back. Those who suffer damage at the hands of a Ravenloft siren must make a saving throw vs. Failure means that the wounds become infected. This infection must be magically healed before natural healing can occur. Ravenloft sirens can be turned as undead and suffer damage from holy water. When turned, they flee back into the sea, disappearing beneath the waves. Ravenloft sirens can exist on a diet of fish but prefer to dine on sentient creatures. They live in the ocean, traveling in schools like fish, but spend much of their time basking on rocky islets. These are typically surrounded by the rotting corpses of their victims. The sirens are astute enough to realize that this booty can act as a lure. They often lurk just beneath the waves, looking up at the surface for the hull of a visiting ship, then emerging suddenly to sing their song. The stench of decay that hangs in the air around an islet that is a resting place for Ravenloft sirens is almost overwhelming. This foul taint emanates both from the sirens themselves and from the corpses of their victims. Thus far, Ravenloft sirens have only been sighted along the Jagged Coast of Necropolis. It is likely, however, that they will soon begin spreading south along the coastlines of other Ravenloft domains that border on the Sea of Sorrows. It is thought that the sirens are merfolk who were transformed by the burst of negative energy that was released when the doomsday device was activated. If this theory is correct, it is possible that male Ravenloft sirens also exist. January 18, ,

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