˝Imaa mogo praopisnih gešaka˝

MONSTERS

**SIREN**

The shore of the Lighthouse bay is littered by the rotting remains of once sea-worthy vessels. Sunken by the luring whales of beautiful women whose bodies lay upon the sharp rocks protruding from the sea.

Beautiful, yet vile, utilising sharp claws and enchanting voices to defite their enemies.

**SEABOUND**

Once hardy marimen, now cursed to serve the unforgiving sea forever. They inhabit the numerous shipwrecks stranded along the shore. They are mindless aberrations whose appearance is like of a blooted and drowned sailor.

Although passive if not disturbed, the are quite protective of their ship. They attack with cutlasses and sabres.

**SEABOUND CAPTAIN**

For every ship there is a captain and so it is in death. Although an aberration, some sort of his former personality remains. He still persists in the constant maintenance and protection of his ship.

A seabound captain uses an arquebus and is able to call upon the tide to drown his foes

**SERPENT**

Many ships who sail too close to the shore cought a glimpse of giant sea serpents basking in the shallow waters of the bay. The size varies from few meters to serpents as long as the prove of a ship. Some are known to atack and eaven sink large wesels.

Very agressive and easily provoked, they atack with powerful bites.

**PLAGUE DOCTOR**

When the Eather swept Lanervin, the streets were filled with the sickening cries of the sick and dying. Among them were healers - plague doctors. Once becoming hope, now shells of their former selves.

In a cruel twist, they wield pestilence and poison.

**HARLEQUIN**

Not many venture to the old theatre, for they may hear the hored laughter of a madman. Dressed in costumes and wearing masks with fixed grins, they can only be described as unsettling.

His attacks are swift and always accompanied with laughter.

**PUPPETEER**

Strings upon strings…dance my little puppet…These are the chants of the puppet master wanting to enslave another unlucky victim, for his collection is vast and forever seeking more members.

In combat he is quite malevolent and has the ability to temporarily enslave his enemies.

**KRONE**

As the laws of the Old world faded, many dark and forbidden arts have been redisovered. Those who use them are known as Krones - women who made unholy pacts with the unnamed entities of the Eather.

Krones are able to use potent poisons and powerful curses.

**HOBLUM**

A forest sprite now twisted by the Eather. It resembles a tree trunck overgrown with moss and mushrooms, stride to close and it will gain two arms and legs as well as a massive gaping mouth.

A Hoblum attacks with quick slashes of his vine like hands.

**GNILUR**

Some areas in the vast Glooming forest have been overgrown with mushrooms. Among them a Gnilur can reside. A mushroom-like creature with three legs and a giant eye on its stock.

With his spores, a gnilur is able to attack at distance and utilise poisonous gases.

**WENDIGO**

The deepest and darkest woods are often stoked by malicious beings. Wendigos are tall and slender beings with a human-like body. Once men who sucumb to their primal needs for blood, now towering creatures lurking the forests in search for human flesh.

With claws a wendigo can gut a human in one slash and is capable of using his apperance to paralize his foes.