Bestiary

This Bestiary is a semi-IC document containing Monster stats and information for various enemy types encountered and encounterable in the world of *Planetfall*. It is safe to assume information here is IC available for your perusal thanks to the Zeitgeist Research Department. Anyone is free to edit this information and add Monsters of their own creation.

- Keter Borderlands
    - Ace's World
    - Kylal
    - Mytene
    - Hive IV
    - Siruta
- General
    - People
    - Machines
    - Legendary Beasts
    - Decaying
    - Software

General Modifiers

These modifiers are common enough to keep in a simple reference here rather than copy out into every relevant entry in the Bestiary.

Decaying

- Decaying Monsters generally move jerkily and suddenly. They may talk, but talk in unconnected fragments that make no sense. They all have the same effects:
    - **Technophobia** - all Decaying creatures will prioritise targets displaying complex technology
    - **Unharvestable** - all Decaying creatures all PING to HARVEST
    - **Brittle** - all Decaying creatures die immediately upon losing all of their hits and shatter into rusty dust
    - Always PING Drain.

Big

- Big creatures are lumbering and tough, and generally resistant to being pulled around. They generally have the following effects:
    - **Sturdy** - always call PING to STRIKEDOWN
    - **Heavy** - always take PUSH and PULL for 5m instead of the full length

Inorganic

- Inorganic entities are particularly susceptible to electrical effects.
- Inorganic creatures take BURN at 5s but ZAP at 10s.

Programmed

- Programmed entities - usually inorganic - follow a set of rules to the letter.
- These should generally be made obvious to the Monster playing them.

Static

- Static entities cannot move of their own volition. They may usually still rotate.
- Take STRIKEDOWN, PUSH, or PULL as BREAK.

Composite

- This Monster is a big Monster made of several components. The creature should stay broadly together and have behaviour defined if one part gets destroyed.

Ruthless

- This Monster can and will call EXECUTE on downed players with 10s of roleplay.

Amorphous

- This monster is made up of some largely undifferentiated parts - e.g a swarm of insects, a slime creature, nanite goop
- Freely PING STRIKEDOWN, PULL, and BREAK,
- Take PUSH at 5m rather than ten
- Collapse into a pile of gloop after 30s downed (i.e. can't be HARVESTed or scanned unless done quickly)

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