

# 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.

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## 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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