

Bestiary - Decaying

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.

Decaying

Connector

Towering, glowing being which lumbers slowly behind the main force of Decaying, bolstering them.

- 2 hits per Monster (minimum 6 hits)
- Call MONSTERS HEAL (you don't take this) once every 20s.
- Call MASS DRAIN when struck in melee.
- 1 x melee weapon for defensive fighting only
- **Decaying**

Crusher

Elite tanks of a Decaying force, usually made up of twisted rusting metal or bodies of the dead.

- 18 hits
- 1 x one-handed melee weapon
- 1 x BIG SHIELD
- **Decaying**
- **Armoured**
 - The Crusher is immune to ranged damage from the front. Always call PING to such damage.
 - The Crusher is immune to effects that strike its shield. Always call PING to such effects.
 - **Vanguard Shield**
 - Other Monsters may take Cover behind the Crusher while it is stationary for 2 uses of MISS.

Deflector

Towering, glowing being which floats in the void of space.

- 5 hits per Monster (minimum 10 hits)
- 1 melee weapon, pointed out usually
- Spin slowly and call PULL on anything in your line of sight.
- Call MASS PULL when struck in melee
- **Decaying**

- **Static**

Dominator

Enormous manifestation of destructive decay. Witnessed only once at the fall of Vyix 9A.

- ??? hits
- 2H weapon(s)
- ??? abilities
- MASS STRIKEDOWN on every step.
- Call PING to every effect.
- **Decaying**

Grappler

Nasty barbed creatures that specialise in pulling prey toward them in order to devour them.

- 6 hits
- 1 melee weapon
- **Decaying**
- **Barbed Grapple** - 1 use of YOU: PULL every 20s.

Infector

Recently infected creature that is in the process of rapid decay

- 6 hits
- 1 melee weapon
- **Decaying**
- Call DRAIN every 5 hits you make or take
- Call MASS DRAIN upon being reduced to zero hits

Greater Infector

Horribly decayed creature harbouring large amounts of decay that spreads easily through anything it touches.

- 9 hits
- 2 melee weapons
- **Decaying**
- Call DRAIN every 5 hits you make or take
- Call MASS DRAIN upon being reduced to zero hits
- Call CURSE on anyone who is unconscious
 - Curse is Latent Decay - the next Severe Injury effect you suffer will have a Decay flavour

Launcher

A twisted defense turret that turns its once defensive purpose into brutal offence

- 8 hits
- 2H weapon
- 10s charge for either of YOU: BLAST or YOU: PEW.
- 1 use of YOU LOT: PUSH defensively
- Non-Static, moving horribly and grindingly
- **Decaying**

Lesser Dominator (Decayed Dropship)

Decaying Hull (x1)

- 20 hits
- 2H weapon
- May call BREAK with every hit
- **Decaying**
- **Big**
- Move incredibly slowly but call MASS STRIKEDOWN with each step
- Ignore MASS STRIKEDOWNS from other Monsters
- No qualms about calling EXECUTE on downed players.

Decaying Engine Pod

- 8 hits
- 1 1H weapon
- **Explosive** - Call MASS STRIKEDOWN on death.
- **High Velocity** - Fast moving, keep moving - if you hit a solid object immediately lose all your hits. PUSH and PULL only modify your course.
- Ignore MASS STRIKEDOWNS from other Monsters
- **Decaying**

Seeker

Standard grunts of a Decaying force, usually made up of twisted rusting metal or bodies of the dead.

- 3 hits
- 1 x one-handed melee weapon
- **Decaying**
- **Relentless**
 - If a Connector is present during the encounter, don't disappear when you drop to 0 hits, wait to be healed and get back up again on 3 hits.
 - If a Connector is not present, revive 3 times to 3 hits before finally dropping.
 - Call PING to EXECUTE.

Skulker

Decayed sapient creature capable of maintaining some of its faculties from life but loses them as it interacts with the world. Crafty and vicious, it's essentially a zombie until its brain finally can't cope and it becomes a mindless mess.

- 9 hits
- 1 improvised weapon
- **Playing Dead**
 - You are dead on the floor until such time as you are interacted with by the players or combat kicks off.
 - You are under a compulsion to emotionally hurt the player characters.
 - After about 60s of having any faculties, these will break down and you possess no more capabilities than the average decaycreature.
- **Decaying**
- Call CURSE every 5 hits you make or take
- Call MASS DRAIN upon being reduced to zero hits

Stinger

Buzzing, loud, fast-moving creature. Teams up with other Decaying creatures to weaken their targets.

- 1 hit
- 1 x one-handed weapon
- Freely call DRAIN by melee
- 2 waves (re-appear off the edge of the encounter and call NEW MONSTER)
- **Decaying**
- **Sharpseeker** - Buddy up with a larger Decaying and help them take on targets

Stinger Swarm

Many smaller stingers working together

- 5 hits
- 1 x one-handed weapon
- Freely call DRAIN by melee
- 2 waves (re-appear off the edge of the encounter and call NEW MONSTER)
- **Decaying**

Tracker

A highly decayed bipedal creature. It has no sense of sight, but has lethal attacks and is difficult to defeat single-handedly.

- 12 hits
- 1 x melee weapon
- **Blind Fervour** - Move jerkily, move slowly when not alert, and follow sounds you hear. Make

clicking and screeching noises to indicate your mood. Don't actually close your eyes.

- **Decaying**

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