

# Bestiary - Kylal

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.

## Kylal

### Cavern Worm

Large resilient creature that burrows through the ice walls of the Kylalian caverns.

- 9 hits
- 2 x one-handed melee weapon
- 3 x STRIKEDOWN
- 1 x SLOW
- **Tunneller** - Three times per encounter, call WARP to tunnel away into the walls of the ice and disappear. Call WARP again when you reappear.

### Cavern Worm Larva

Cavern Worms leave their young to grow up in creches typically situated amongst dense patches of fungi on which the larvae feed.

- 3 hits
- 2 x short melee weapons
- 1 x STRIKEDOWN
- Docile unless provoked, for example by their nesting area being disturbed.

### Elemental Beetles

Kylal is host to a variety of sub-species of large beetle (about the size of a dog), attuned to different elements.

#### Ice Beetle

Ice-attuned beetle usually found on Kylal's frozen surface.

- 6 hits
- 2 x one-handed melee weapon
- 1 x SLOW
- **Ice Element**
  - Always PING SLOW

- When hit with BURN, also lose 2 hits (overact this)

### Rock Beetle

Rock-attuned beetle, usually found in Kylal's underground tunnels.

- 6 hits
- 2 x one-handed melee weapon
- 1 x STRIKEDOWN
- 1 x PUSH
- **Rock Element**
  - Always PING BURN
  - When hit with BREAK, also lose 2 hits (overact this)

### Honey Beetle

Kylal's deeper tunnels host an immense nest of beetles attuned to... honey? At least, they produce honey in copious quantities using local plantlife, and seem to use the substance for a variety of purposes.

Close to the nest, Honey Beetles are usually found near to static pools of delicious, nutritious honey, which they can gather to power their abilities. Further from the nest honey may be in shorter supply, in which case Honey Beetles may carry a small amount of honey with them. All Honey Beetles have the **Honey Element** modifier.

- **Honey Element**
  - You are attracted to, and defensive of, sources of honey
  - With 5 seconds of uninterrupted roleplay at a source of honey, you may gather a unit of honey
  - You may hold up to three units of honey at once

### Worker Honey Beetle

- 6 hits
- 2 x short melee weapon
- **Honey Element**
  - You may spend a unit of honey to call HEAL on another Honey Beetle in melee reach
  - You may spend a unit of honey to call GAIN HONEY on another Honey Beetle in melee reach
  - You may spend a unit of honey to call YOU: PUSH

### Soldier Honey Beetle

- 10 hits
- 2 x one-handed melee weapon
- **Honey Element**
  - You may spend a unit of honey to call YOU: PEW
  - You may spend two units of honey to call YOU: BREAK (your choice of limb or weapon)

## Slime

A dense mass of oozing slime.

- **Semi-composite monster:** Start as a single composite monster, but individual monster physreps can be split off or rejoin at will, or by appropriate interactions (PUSH, PULL, STRIKEDOWN, etc)
- Per monster physrep:
  - 10 hits
  - 1 x any weapon (aim for a mixture amongst monsters)
  - 1 x YOU: PULL
- Monsters should aim to surround and envelop targets
  - Monsters may freely call BURN against targets that are fully surrounded by monsters on all sides, as the slime envelops them (monsters may also attack for damage but should coordinate this carefully; prioritise BURN)

## Cryptdwellers

Various rock clockwork machines that have been found patrolling the strange pentagonal structures such as the Kyholt Tomb.

### Crypt Cleanser

A chunky automaton with a large cleansing pack designed for keeping the atmosphere in the crypt cool and clean. Unfortunately its pack has now been infected by spores, so it's less of a cleanser and more of a corruptor.

- 8 hits
- 2H ranged weapon
- **Corrupted Cleanse**
  - Every 20s call YOU LOT: CURSE as you spray your corrupted cleansing powder about.
  - This CURSE if suffered causes EFFECT: COUGHING once per minute on the victim and will affect their lungs.
- **Hard As Stone**
  - Always PING BURN
  - Always PING ZAP
  - When hit with BREAK, also lose 2 hits (overact this)
- **Programmed**
- **Ruthless**

### Crypt Guard Strike Roller

Equipped to get up close and personal to break those who enter the crypt uninvited. You are sentient and communicate to other Crypt Guards in a language that the players cannot understand.

- 4 hits
- 1 claw and 1 1H weapon

- **Ball Form** - when rolled up you call PING to all PEW and may call PUSH against anything you hit. You cannot, however, strike for damage in this form.
- **Hard As Stone**
  - Always PING BURN
  - Always PING ZAP
  - When hit with BREAK, also lose 2 hits (overact this)
- **Programmed**
- **Ruthless**

### Crypt Guard Support Roller

Equipped to get up close and personal to break those who enter the crypt uninvited. You are sentient and communicate to other Crypt Guards in a language that the players cannot understand.

- 4 hits
- 2 1H weapons that can be charged within 5s.
- **Static When Not Rolling**
  - You cannot choose to move when not in Ball Form.
- **Ball Form** - when rolled up you call PING to all PEW and may call PUSH against anything you hit. You cannot, however, strike for damage in this form.
- **Hard As Stone**
  - Always PING BURN
  - Always PING ZAP
  - When hit with BREAK, also lose 2 hits (overact this)
- **Programmed**
- **Ruthless**

### Crypt Monitor

A spindly stone automaton with lots of sharp pointy equipment used to monitor the status of the entombed.

- 6 hits
- 2 bladed weapons
- **Hold Still, This Won't Hurt A Bit**
  - Select a target, call PULL.
  - When it arrives, call SCAN: [ERROR]
  - If they call PING call BREAK by melee
  - Let them go, redo this in 20s.
- **Hard As Stone**
  - Always PING BURN
  - Always PING ZAP
  - When hit with BREAK, also lose 2 hits (overact this)
- **Programmed**
- **Ruthless**

### Crypt Resource Carrier

A large tripod with a container and a claw designed for transporting important items used by other machines for maintaining the crypt.

- 10 hits
- 1 claw and a bag for carrying things
- **Hard As Stone**
  - Always PING BURN
  - Always PING ZAP
  - When hit with BREAK, also lose 2 hits (overact this)
- **Programmed**
- **Ruthless**

## Dread Mole

Moderately sized creatures found in the more remote tunnels. Seemingly they are not fond of the background noise of mining and exploring in the tunnels inhabited by people, so more often than not Dread Moles are found outside of Ship Heart range. However, they are not (necessarily) Decay creatures.

- 6 hits
- 1 x one-handed melee weapon
- 2 x STRIKEDOWN
- **Darkvision:** Always PING EFFECT: BLINDED

## Icemaw Paddler

A large blubbery mammalian creature somewhere between a killer whale and a hippo. It lives in the water here, which should hopefully imply there's a way through, and thrives off the underwater heat vents.

- 12 hits
- 1H weapon
- Shield (can be used to call PING to ranged weapon attacks from outside the water)=
- **Natural Habitat** - No ill effects from being in the freezing cold, takes a HEAL from being in an EFFECT: WARM.
- **Vacuumous Gullet** - 3 uses of YOU LOT: PULL
- **Chunky** - 3 uses of STRIKEDOWN

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