

# Bestiary - Legendary Beasts

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.

## Legendary Beasts

### Vitruvian Splatterbeast

The Vitruvian Splatterbeast is a four-armed foul and fearsome monstrosity from the fetid acid-swamps of the jungles of Vitruvius. Its slobber and oozing pus are both highly toxic, producing a violent burning sensation, and its razor sharp talons make it a fearsome and unrivalled predator.

- 50 hits
- 2 x 2 handed melee weapon (if safe to fight with, else two one handed weapons)
- 4 x STRIKEDOWN by melee
- **Big**
- **Acidic Slobber** - BREAK by melee twice every 30s
- **Splatterblast** - After every 10 hits you suffer, call MASS BURN (which you are immune to)
- **Splatterbomb** - Call YOU: BLAST on a target you down

### Vitruvian Splatterbeast (Decaying)

The Vitruvian Splatterbeast is a four-armed foul and fearsome monstrosity from the fetid acid-swamps of the jungles of Vitruvius. Its slobber and oozing pus are both highly toxic, producing a violent burning sensation, and its razor sharp talons make it a fearsome and unrivalled predator. This one is decaying, because fuck you that's why.

- 50 hits
- 2 x 2 handed melee weapon (if safe to fight with, else two one handed weapons)
- 4 x ZAP by melee
- **Big**
- **Acidic Slobber** - BREAK by melee twice every 30s
- **Splatterblast** - After every 10 hits you suffer, call MASS BURN (which you are immune to)
- **Splatterbomb** - Call YOU: BLAST on a target you down
- **Decaying**

### Sirutan River Scourgeling

#### Claws

- 8 hits
- 2 handed weapon

- 2 x your choice of PUSH or STRIKEDOWN

## Head

- 12 hits
- 1 x Dagger
- Call YOU: PEW against a target every 10s (aim for people in Cover to remind them how this works)
- **Head** - If the head dies the claws die too

## The Squeeple

The Squid People, or Squeeple, are a recently spotted form of Sirutan Scourgeling that seems to operate as separate entities with a joint connection to a central mind. Only spotted in the Sirutan seas so far.

### Squerson Splatterer

These throw ink and slime to cause problems on purpose.

- 6 hits
- Bag of throwing balls + 1 blunt weapon
- When you hit someone with a ball, call one of the following:
  - YOU: PULL
  - YOU: SLOW
  - YOU: BURN
- **Sticky Splatter** - when you are reduced to half hits, call MASS SLOW
- **Shared Squintessence** - when you are reduced to 0 hits call YOU: HEAL 3 on the Squerson Squintessence

### Squerson Squisher

These big chunky bois smash and pulverise with their slimy henchness.

- 8 hits
- 2 handed weapon
- Call STRIKEDOWN after every 5 hits you take or give.
- **Goliath Falls** - when you yourself take a STRIKEDOWN call MASS STRIKEDOWN
- **Shared Squintessence** - when you are reduced to 0 hits call YOU: HEAL 3 on the Squerson Squintessence

### Squerson Squintessence

The brains of the operation that has a big bulbous brain-sac and controls the smartness of the others.

- 12 hits

- 1 blunt weapons for self defence
- Hand out toward a target for 10s to call YOU: HEAL 3
- **Ground Pounder** - Call MASS PUSH each time you lose 4 hits

## Thunderhead's Scourgelings

Thunderhead is a legendary Scourge that towers above the waves and launches scores of Scourgelings from its back to soften up its prey. Pods fly in a straight line toward a target and call BLAST if they hit anything on the way before the entity inside bursts forth.

## Scyther

These are nasty praying mantis type creatures that hop around quite elusively and strike viciously.

- 6 hits
- 2 bladed weapons
- 2 free uses of MISS
- 2 BREAK

## Scalder

Similarly spindly creatures that spew burning light from pustules across their bodies in order to obliterate their foes.

- 4 hits
- 1 blunt weapon
- 1 use of YOU LOT: BURN

## Shrieker

Bursting forth from its cocoon, it will shriek and pull someone toward it to try and implant its eggs. Yuck.

- 10 hits
- Short weapon
- **Static**
- With a 5s build up of screaming, call YOU: PULL
- If the target is pulled to you, call CURSE by melee when they arrive
  - The long term CURSE effect is EGGS.

## Admiral Wiggles

A Scourge in the shape of a titanic sandshark, capable of swallowing a small mecha whole, named by the group of adventurers who blew it up. Hopefully destroyed during the events of One of our Mechs is Missing. Was associated with a range of weird slime creatures which might have been part of its

immune system.

### Small slimes

A variety of small, amorphous blobby creatures resembling gigantic, motile slime moulds, or possibly extremely macro macrophages

#### Glitch Slime

- 5 hits, shield and 1HW
- 1x EFFECT: DISTORTION per PC (distorts sensory input, making vision, hearing, and other senses not properly agree with each other, particularly those senses which rely on electronic inputs)
- 1x SLOW, 1x DRAIN by melee
- Amorphous: 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)

#### Acid/Electric Slime

- 5 hits, 2x 1hw
- Start with 1x YOU: BURN or YOU: ZAP and gain an additional use of the one you started with per 3 blows taken or struck.
- Amorphous: 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)

### Splitting Slime

A really, really big slime creature

- Composite - 2x monster crew - fight back to back, moving slowly
- 10 hits, 2hw
- On one player first losing 6 hits, call SELF EFFECT: SPLIT, at which point both players can move freely, and each have 6 hits.
- 1x YOU:PULL, 1x CURSE, and 2x STRIKEDOWN each before splitting, these are recovered after splitting - the CURSE is a more permanent version of the EFFECT: DISTORION applied by the Glitch Slimes
- Amorphous: 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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