

Mytene

Raktor

Quadrupedal reptilian creatures with scything claws.

- 5 hits
- 2 x daggers or 1 x one-handed melee weapon
- 1 x BREAK by melee

Raktor Boss

Bigger than the other Raktors

- 8 hits
- 1 x one-handed melee weapon
- You may call STRIKEDOWN or PUSH every 5 hits given or taken
- **Protective** - prioritise threats to other Raktors.

Raktor (Decaying)

Decaying Quadrupedal reptilian creatures with scything claws.

- 5 hits
- 2 x daggers or 1 x one-handed melee weapon
- 1 x DRAIN by melee from behind
- **Decaying**

Ferocious Mytenean Devil

- 4 hits
- 2 x short melee weapon
- 1 x BREAK (this represents you biting. deliver to legs if possible since you are supposed to be small.)

Evasive Mytenean Devil

- 4 hits
- 1 x single-handed melee weapon
- WARP every 3 hits given or taken (5s disappear)

Headstrong Mytenean Devil

- 6 hits
- 1 x single-handed melee weapon

- After 5s of charging at someone, PUSH by melee

Mini Cave Slug

- 1 hit
- Move at walking pace or slower
- Should not attack unless provoked (i.e. by someone getting in their personal space and staring at them), but has 1 YOU PEW after 10 seconds of appropriate venom prep roleplaying (puffing up, hissing)
- **Darkness my old friend:** Cave slugs like caves. This type may be encountered outside caves, but should attempt to enter anything that looks like it might be a cave (dropships, warehouses, etc...)

Midi Cave Slug

- 4 hits
- One single-handed melee weapon
- Move at walking pace or slower
- Dislikes anyone coming within 5m of them. YOU PEW after 10s of appropriate venom prep roleplaying (puffing up, hissing) on anyone who does.

Hypnosis Cave Slug

- 6 hits
- One single-handed melee weapon
- Move at walking pace or slower
- YOU: PULL once every 30s

Chonky Cave Slug

- 10 hits
- One long 2-handed weapon (spiky tail)
- Move at walking pace or slower
- 1 x STRIKEDOWN
- 1 x PUSH
- 1 X BREAK

Granddaddy Cave Slug

- 16 hits
- One long 2-handed weapon (spiky tail)
- Move at walking pace or slower
- Can spit venom: 10s charging for YOU: PEW
- 3 X PUSH
- 3 X BREAK

Burrowing Mites

Small mites, typically found in swarms, which can burrow through stone and metal as well as organic material.

- 1 hit
- One short melee weapon
- 10s to CURSE downed player

Mighty Mite

Large mites, often with swarms of burrowing mites clinging to their chitinous exoskeletons.

- 15 hits
- Two single-handed melee weapons
- 3x PING PEW
- 3x BREAK

Slicer

A creature of camouflage that reacts to nearby pressure and movement by biting its head off.

- 6 hits, 1 bladed weapon, 1 claw/dagger
- Start the encounter in WARP
- Spend 5s stationary and uninterrupted (folding away visibly critter-y bits) to call WARP. You may not move whilst WARPed. You can break WARP without calling, by an uncalled melee attack. Make a hiss or chitter instead to signify this.
- 2x STRIKEDOWN

Quivering Coral

A plant that reacts to pressure and movement by retreating inside rocky spires or dead trees.

- 6 hits
- Static
- Start the encounter with WARP
- Call PING to any call other than PEW, STRIKEDOWN, or BREAK to call WARP, call WARP to become visible again if no fast movement within 2m of you for 10s
- When damaged by anything other than a blow dealt by someone who is being SLOW, call WARP, call WARP to become visible again if no fast movement within 2m of you for 10s.
- Whilst in STRIKEDOWN or BREAK, can be attacked as normal.
- Players can voluntarily act as if under the effect of SLOW in order to make attacks on the plant without triggering its WARP.

Popping Coral

A plant that reacts to pressure and movement by exploding.

- 9 hits
- Throwing balls (prioritise fast moving players within 2m)
- Static
- Hit with a throwing ball to call PEW or BLAST
- YOU LOT: PEW each time you lose 3 hits

Dropping Coral

A cave dwelling plant that reacts to pressure and movement by dropping on its head and digesting its corpse. Usually feeds on rather smaller prey than PCs.

- 1 hit, 1 melee weapon, move slowly once you've dropped.
- 1x CURSE by melee, can only be called against players in STRIKEDOWN
- Drop from the ceiling and call MASS STRIKEDOWN when you land.
- If double CURSED, players have been doused with enough digestive enzymes to cause long term problems if untreated.

Mini Cave Snail

A small snail, curiously heavy, with a slightly-glowing shell 2 hits Move at walking pace or slower Call YOU:PEW once every 30 seconds of contact with a PC

Reflective Cave Snail

A mid sized cave snail with a very shiny shell

- 6 hits, blunt weapon & shield
- 3x PING to any ranged call, immediately make the call back at the caller.
- Call MASS PEW every 30s

Bitey Cave Snail

A mid sized cave snail with big teeth

- 6 hits, bladed weapon & shield
- Crouch behind shield for 2xMISS, cannot attack whilst crouched behind shield
- 2x BREAK by melee
- Call MASS PEW every 30s

Protective Parent Cave Snail

A big cave snail which wants to save its babies

- 10 hits, 2 handed melee weapon

- Call MASS PEW every 15s
- 1x YOU LOT: PUSH, to be used on players attacking smaller Cave Snails

Radio Raktive Raktor

A clawed mutant beast which inflicts radioactive punishments on its foes and likes eating snails.

- 8 hits
- 1x 1 handed melee weapon
- Every 5 hits given or taken, call WARP to leap in the air, reposition within 5s, call MASS BURN when landing.

Daktyl

Large, viciously territorial leathery-winged birds

- 5 hits
- 2x daggers or 1x one-handed melee weapon
- 1 BREAK by melee
- 2x WARP to fly around and come back down
- Special Move: Grab: Charge at a target for at least 5 metres, strike them for a melee PULL, and then keep running for a short distance, as you grab and drag them away.

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