

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.

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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