

Bestiary

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.

General Modifiers

Decaying

- Decaying Monsters generally move jerkily and suddenly. They may talk, but talk in unconnected fragments that make no sense. They all have the same effects:
 - **Technophobia** - all Decaying creatures will prioritise targets displaying complex technology
 - **Unharvestable** - all Decaying creatures all PING to HARVEST
 - **Brittle** - all Decaying creatures die immediately upon losing all of their hits and shatter into rusty dust
 - Always PING Drain.

Big

- Big creatures are lumbering and tough, and generally resistant to being pulled around. They generally have the following effects:
 - **Sturdy** - always call PING to STRIKEDOWN
 - **Heavy** - always take PUSH and PULL for 5m instead of the full length

Inorganic

- Inorganic entities are particularly susceptible to electrical effects.
- Inorganic creatures take BURN at 5s but ZAP at 10s.

Programmed

- Programmed entities - usually inorganic - follow a set of rules to the letter.
- These should generally be made obvious to the Monster playing them.

Static

- Static entities cannot move of their own volition. They may usually still rotate.
- Take STRIKEDOWN, PUSH, or PULL as BREAK.

Composite

- This Monster is a big Monster made of several components. The creature should stay broadly together and have behaviour defined if one part gets destroyed.

Ruthless

- This Monster can and will call EXECUTE on downed players with 10s of roleplay.

Keter Borderlands

Ace's World

Goosehawk

- 5 hits
- 1 two-handed weapon
- 4 uses of BREAK when landed
- Call WARP to fly around and come back down.

Razormonkey

- 4 hits
- 1 x one-handed bladed weapon
- **Natural Cover** - Additional use of MISSED from cover
- **Scrappy** - 3 PARRY

Razormonkey (Decaying)

- 6 hits
- 1 x one-handed blunt weapon
- 4 PING to ranged damage
- **Decaying**
- **Fracture Source** - Call GAIN DRAIN to a target within reach once every 10s

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

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.

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.

Hive IV

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Siruta

Cliff-Face Eels

Cliff-Face Electric Eel

Large eel that inhabits the cliff-faces of Siruta and builds up enormous static charge

- 4 hits
- 1 melee weapon
- 1 x YOU LOT: ZAP
- Always PING ZAP

Cliff-Face Giant Eel

Enormous eel that dwells within the cliff faces

- 10 hits
- 2 handed weapon
- Call PULL once per 30s

Cliff-Face Spitting Eel

Large eel that inhabits the cliff-faces of Siruta and attacks its enemies from afar

- 6 hits
- 1 melee weapon
- Call YOU: PEW after 10s of appropriate roleplaying of preparing a spit

Giant Crabs

Crusty Crusher Crab

Large crustacean with big claws intent on wrecking your day

- 6 hits
- 1 x Blunt Weapon
- 2 STRIKEDOWN
- Move sideways if you can for flavour

Hermit Scorpion Crab

The improbable genetic amalgamation of crab and scorpions, creating a truly existing creature.

- 6 hits
- Shield + Short Weapon
- 10s of charging to call YOU: PEW from your tail
- **Armoured** - Plant yourself behind your shield to use it as Cover (2 x MISS)
- **Shy** - Use other Cover as much as you can

Jellyfish

Electric Jelly

- 6 hits
- Two weapons
- Call ZAP whenever you strike someone or something with your weapon
- **Mindless** - Move without purpose, bump off things and wave your weapons around

Photosensitive Jelly

- 6 hits
- Two weapons
- You may choose to call EFFECT: BLINDED when you strike
- **Photosensitive** - Move toward things that use bright lights (e.g. guns)
- **Mindless** - Move without purpose, bump off things and wave your weapons around

Surface Sharks

Sandshark

Predatory sand-dwelling creature capable of swimming through sand at phenomenal speed.

- 6 hits
- 1 x one-handed melee weapon
- 1 x STRIKEDOWN
- Call PULL by melee on anyone unconscious in sand
- **Shark Metabolism:** Must keep moving!

Surface Shark

Predatory amphibian that coasts along the surface of water and slides up onto beaches to ambush unsuspecting prey.

- 6 hits
- 1 x one-handed melee weapon
- 1 x BREAK
- **Camouflage** - Call WARP after spending 10s uninterrupted staying still. Start the encounter hidden, if you like. You must call WARP when you reappear.

General

People

Bandits

Bandit

- 8 hits
- 1 x one handed Ranged weapon
- 1 x one handed melee weapon
- Spend 1 hit to call PARRY
- Spend 1 hit to call YOU: PEW immediately against someone attacking an ally in melee
- **Recovery** - 30s of appropriate roleplay out of combat to regain all hits

Bandit Mystic

- 5 hits (+4 Barrier)
- 1 one handed weapon, free hand for Startouched abilities
- Startouched Abilities:
 - **Repairing Solar Barrier** - 4 hits in your Solar Barrier, recover with 5s of hand held to

chest

- **Concussion Bolt** - hold your hand overhead for 15s to call YOU: STRIKEDOWN

Various Bandit

- 10 hits
- 1 x two-handed weapon
- **Technomancer Various** - Take ZAP at 10s but BURN at 5s.
- **Assimilation** - Call HARVEST on downed allies or enemies to gain HEAL 5 and one of the following effects:
 - 3 uses of PING PEW
 - 3 uses of ZAP
 - BREAK by melee

Bandit Engineer

- 8 hits
- 1 x two-handed gun
- 3 MEND
- 3 HEAL
- **Improved Gun:** loads in 5s instead of 10.

Hired Lackies

- 8 hits
- 2H ranged weapon (charge for 3 shots instead of 1) or 2H melee weapon (3 uses of STRIKEDOWN)
- **Not Being Paid Enough For This!** - Run away when reduced to 2 or so hits.

Pirates

Salty Sailor

- 6 hits
- 1 x one handed Ranged weapon
- 1 x one handed melee weapon
- 1 free use of PARRY
- Spend 1 hit to call PARRY
- **Recovery** - 30s of appropriate roleplay out of combat to regain all hits

Spectres

Voidheart Assassin

- 5 hits + 4 barrier

- 1 x bladed weapon
- Space Between Space
 - 10 seconds
 - *Gesture: drawing invisible lines between points in space in front of you with your finger*
 - Call WARP. You have 10s to relocate, after which time you must call WARP again.
- 2 x YOU: EFFECT FRIGHTENED.
- 4 x BREAK

Machines

Heavy Duty Security Bot

Non-sentient bipedal security robot that exists to eliminate threats as defined by its owner, with extreme prejudice. Usually red.

- 8 hits
- Inorganic (take ZAP at 10s, BURN at 5s)
- Melee weapons only. Claw if possible.
- 1 x BREAK by melee
- 1 x STRIKEDOWN by melee
- **Programmed**

Detainment Bot

Non-sentient bipedal security robot that exists to incapacitate and subdue potential security concerns defined by its owner. Usually blue.

- 6 hits
- Inorganic (take ZAP at 10s, BURN at 5s)
- 1 x one-handed melee weapon
- **Stun Baton** - Call ZAP on every blow, but never do damage
- **Detainment Lasso** - One use of YOU: PULL on a target attempting to flee.
- **Programmed**

Security Bot

Non-sentient bipedal security robot that exists to eliminate threats as defined by its owner. Usually yellow.

- 6 hits
- Inorganic (take ZAP at 10s, BURN at 5s)
- 1 x one-handed melee weapon OR 1 x one-handed ranged weapon
- **Programmed**

Sentry Turret

Powerful but static turret designed to survey an area.

- 20 hits
- 2 x two-handed ranged weapon (if safe, otherwise just one 2 handed weapon)
- **Inorganic** (ZAP is 10s, BURN is 5s)
- **Static**
- **Programmed**
- **Assault Fire** - 10s of loudly charging to call YOU: PEW three times in succession

Loading Bot

Heavy duty lift and load bot for dockyard situations

- 6 hits
- 1 x two handed weapon
- **Inorganic**
- 5 x PUSH
- 1 x PING BREAK

Welding Bot

Heavy duty construction bot with fiery equipment

- 15 hits
- 2 handed ranged weapon
- **Inorganic**
- 5 x YOU LOT: BURN
- 3 x YOU: PUSH
- 5 x PING PEW

Sniper Bot

An Aspexx security protoype with a ranged weapon

- Programmed (paired with a Guardian Bot)
- Inorganic
- 6 hits, 2h ranged weapon
- Spend 10s charging to charge 3 shots instead of 1

Guardian Bot

An Aspexx security protoype, with superior shielding. Programmed (Paired with a Sniper Bot)

- Inorganic
- 8 hits, 1hw & shield
- 3s crouching behind shield to give 2 uses of MISS to calls from the relevant direction
- Spend one use of MISS from shield ability or cover to call YOU: GAIN MISS on paired Sniper Bot

Flanker Bot

A sneaky Aspexx security prototype

- Programmed
- Inorganic
- 4 hits, 2 short weapons
- Spend 10s within 1m of the encounter perimeter to call WARP, may reposition anywhere along the encounter perimeter within 10s, then call WARP again.
- Begin in WARP, in contact with the encounter perimeter.

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

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.

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.

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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