

# Environmental Hazards

This Bestiary is a semi-IC document containing ideas and mechanics for various Environmental Hazards, Weather Modifiers, Traps, etc, that have been encountered or are 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 Effects of their own creation

## Environmental Modifiers

When using an Environmental Modifier, be sure to make sure the Players and Monsters both know how this affects them for the encounter.

### Low Gravity

- Gravity is lower in this area.
- Everyone takes STRIKEDOWN as a 10m PUSH.
- PUSH now pushes you for 20m.

### High Gravity

- Gravity is much higher here.
- When you take a STRIKEDOWN, you must stay on the ground for 5s before you can get up (or you must kneel for 10s if you pick that option).

### Ocean Encounter

- The Encounter takes place on a boat - mark out an area on which the players can move freely which is the "boat".
- If players move off the boat then they fall in the water.
- While in water, players must move at a walking pace.
- To get back on the boat, they must take 10s of appropriate roleplaying getting back on, or 5s with someone on the boat helping them.

### Dust Storm

- Visibility is reduced.
- All ranged weapons have a range of 5m instead of 10m.

### Blizzard

- It is very cold and windy.
- The duration of SLOW is doubled.

- BURN counts as BREAK.

## Thunderstorm

- A lightning storm is occurring.
- Keep a GM or Monster free - periodically make a thunderous rumbling and then call YOU LOT: ZAP from your position 10s later.
- (Yes this isn't how thunder and lightning really works but lightning without warning isn't particularly fun).

## Depressurisation

- This encounter takes place on the edge of space.
- Mark a line over which characters will find themselves in the vacuum.
- While in the vacuum, characters are under the effect of SLOW.

## Quicksand

- This encounter takes place on Quicksand.
- It takes 5 seconds longer to recover from STRIKEDOWN.

## Underwater

- This encounter takes place underwater.
- You can only walk at a slow pace.
- If you have unmodified breathing apparatus, whenever you suffer a BREAK you take 1 damage every 10s until you spend 10s fixing your gear.
- If you do not, you may only swim for 60s before drowning (by default).

## Traps

### Trip Wire

- Lay some rope out
- If a character steps on the rope, call YOU: BLAST at them.

### Saw Blade

- Move a long weapon in a predictable pattern
- If you hit a player, call BREAK

### Motion Turret

- Rotate on the spot
- If you detect movement, call YOU: PEW five times in a row at the target.
- Yes, this is Red Light Green Light

## Explosive Fireballs

- Fireballs launched from afar toward a target.
- Run toward a target making a “wheeeeeeee” falling sound
- Upon landing or (being hit with a call other than PUSH, PULL or SLOW) call MASS STRIKEDOWN.
- Respond to PUSH, PULL or SLOW as normal.

## Coral Tendrils (Underwater)

- These are razor-sharp coral tendrils that all call BREAK if you touch the player. Move slowly and wave gently.

## Heat Vent (Underwater)

- Periodically call YOU LOT: BURN in the direction you’re facing.

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