

# Bestiary - Siruta

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.

## 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

#### Cliff-Face Eel Broodmother

Eel embedded into the rock of a cave, at the endpoint of the eel lifecycle.

- 15 hits
- Always PING ZAP. You may then immediately call YOU: ZAP on someone else
- Static

- 1x great weapon
- 1x BREAK
- After losing 5 hits, call MASS PUSH, then WARP to burrow into the ground. You may not move while warped. Unwarp whenever you think is appropriate (max 10s)
- MASS ZAP upon death

When the Broodmother WARPs, additional eels (Electric or Spitting) spawn from their burrow.

## 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

### Megacrab

Maybe a rare species of even giant-er crab, maybe the result of repeated moultings.

Composite:

Claws:

- 15 hits
- 2x blunt weapons
- May call BREAK on body if you hit with both weapons simultaneously (and are not blocked)

Mouth:

- 10 hits
- 2x swords
- Spend 5 seconds making bubble noises, if the person in front of you hasn't moved away after 5 seconds call SLOW

## Shell:

- 10 hits
- 2x shields
- Every 20s, call GAIN MISS on an ally
- Freely call PARRY in response to any blow that hits your shields
- If not engaged in melee, may freely call MISS on behalf of any monster
- Whenever a call is MISSED by you or another crab part, may make that call against an enemy
- When hit by a YOU LOT: call if not engaged in melee, may repeat that call as a YOU call against an enemy.

## 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.

### **Sand Shark of Unusual Size (SSOUS)**

A huge predatory amphibian, somewhat like a giant remora, with a mouth 3 to 5 metres in diameter, which swims under the sand.

- 10 hits, 2h melee weapon
- **Camouflage** - Call WARP after spending 10s uninterrupted staying still. Start the encounter hidden, if you like. You must call WARP when you reappear.
- Spend 5s making rumbling/slurpy noises before calling MASS STRIKEDOWN to leave WARP.
- Call YOU: PULL on a PC in strikedown to isolate and try to eat them

### **Sirutan Armourdillo**

Large armadillo creatures - very territorial, will build beaver-like dams across narrow choke points for no apparent reason

- Big:
  - Sturdy (Always PING STRIKEDOWN)
  - Heavy (Take PUSH and PULL for 5m)
- 6 hits
- 1x shield, 1x 1-handed weapon
- May call PING to any melee call that strikes the shield
- Lumbering: Take PARRY in an exaggerated manner, give an even wider opening than normal
- May spend 5s obviously roleplaying pawing the ground, then charge and call BREAK by melee
- Ponderous: other than when charging, max speed is a slow heavy jog, cannot turn sharply while charging

### **Skitters**

Horse/deer-like creatures. Very nervous and prone to stampedes.

- 3 hits
- Daggers
- Nervous: When spooked, will scream an alarm call, and then run away from whatever spooked it.
- Stampede: If it hears an alarm call from another Skitter, will run in the same direction that Skitter is running
- Overrun: When stampeding, call STRIKEDOWN against anyone in your way in melee

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