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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

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!

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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

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