

# 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!

## 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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