



Did You Hear That? Underhive Bestiary Pt. 2

By Nick Jakos

After years, the Necromunda Bestiary is back. Originally written by Andy Chambers, the creatures here have been given an overhaul to mesh with the new rules, along with several nasty little additions of my own creation. The Bestiary covers all sorts of eventualities. Bored of regular old gang fights? Why not try fighting some Giant Rats? Been ambushed once too often? Why not take it out on some Giant Spiders or an Icroctic Slime? All the creatures below were made using the Creature Generator from part 1 of this article. Now a bit of fair warning. The creatures included here are to be used with caution, and I make no guarantees as to the safety of any gang that wants to tangle with them.

Giant Spiders

Many forms of mutant spider grow to great size in the Underhive. They are so common they have become traditionally associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda is known as the Spiders. Giant spiders can be found throughout the Underhive, from the gantries and vents of dome ceilings to the rubble-choked tunnels running beneath the floor.

Wolf spiders have long legs and chase down their prey before killing it with oversized mandibles. Orb spiders weave thick, funnel-shaped webs and hide at the end. Many unfortunate fugitives in the Underhive have run into these web-funnels in the darkness only to be paralyzed and slowly drained dry by the spider. Their gruesome cadavers hang from decaying cob-webs in the deeper parts of the Underhive.



Wolf Spider **Rating: 40 Pts.**

Profile: M WS BS S T W I A Ld

7 2 - 4 3 1 4 1 -

Type: Small, Crawler

Traits: Agile, Tough, Strong (x2),
Predatory

Abilities: Ignore Terrain

Orb Spider **Rating: 32 Pts.**
Profile: M WS BS S T W I A Ld
 3 3 - 3 3 1 4 1 -

Type: Small, Crawler
Traits: Tough, Strong, Predatory, Slow-moving (x3)
Abilities: Web (x5), Ignore Terrain

Gigantic Spiders

In the deepest recesses of the wastes truly monstrous spiders lurk in the eternal night. Gigantic spiders can measure several meters across with massive jaws and malignant intelligence to match. They are aggressive and extremely territorial so creatures blundering into their vicinity seldom escape unharmed. Despite the dangers, hunters seek out gigantic spiders for their meat and venom, both of which command a high price in the Settlements.



Gigantic Spider **Rating: 135 Pts.**
Profile: M WS BS S T W I A Ld
 6 3 3 5 4 4 4 2 -

Type: Medium, Crawler
Traits: Resilient (x3), Tough (x1), Strong (x2), Hostile, Armoured
Abilities: Fear, Entangle, Ignore Terrain

Titan Spider

At the bottom of the Underhive, the ground opens into a massive canyon, stretching down miles to a sea of pollutants and chemicals known as the

Sump. It is within this abyss that the most terrifying and gruesome of all creatures dwell. The largest and most dangerous are the Titan Spiders of Necromunda. These massive creatures are said to be dozens of meters across, creatures that can dwarf even an entire settlement.

Raft Spiders are the silent giants of the Sump, territorial and hostile spiders that skate on the surface of the chemical sea. While hunting Raft spiders is among the most dangerous propositions on Necromunda, the rewards are well worth it. Food, medicine and clothing can all be made from the creature, though its most prized possession is its eyes, the chemical composition of which creates an impossibly hard mineral. One of these eyes alone is worth enough to send a hunter above the wall a very wealthy man, if he can get to the wall with it.

Edge Spiders hide in the shadows of the Abyss, waiting for anything to fall into the crevasse and quickly devouring it. The lack of food in the depths will sometimes force edge spiders from the Abyss and into lower settlements, where they fatten themselves on whatever gets in their way. They are rumoured to carry the dreaded zombie plague and infest entire settlements with zombies, which they will then eat again, in a gruesome cycle of life.



Raft Spider **Rating: 295 Pts.**
Profile: M WS BS S T W I A Ld
8 5 - 5 5 4 5 3 -

Type: Large, Crawler
Traits: Tough, Strong, Resilient (x3),
Armored, Quick, Hostile (x2), Predatory,
Agile (x2)
Abilities: Burrow, Terror, Entangle,
Ignore Terrain



Edge Spider **Rating: 295 Pts.**
Profile: M WS BS S T W I A Ld
8 5 - 5 5 4 5 3 -

Type: Large, Crawler
Traits: Agile (x2), Predatory, Quick
Tough, Strong, Hostile (x2), Armored,
Resilient (x3)
Abilities: Entangle, Ignore Terrain,
Terror, Plague-Ridden

Ash Clams

Ash Clams are one of the more outlandish creatures of the Underhive, making their nest within the layers of

ash and debris that cover the hive floor. Underneath the top layer of muck, they wait for their prey to pass. The clam is extremely sensitive to vibration and when a creature steps over its hiding place, the clam instinctively opens its gaping shell, drawing in loose dirt and anything above it. An Ash Clam will attempt to consume anything that gets too close, though a normal man is far too big for a single clam, which is rarely more than half a meter across.



Ash Clam **Rating: 24 Pts.**
Profile: M WS BS S T W I A Ld
0 2 - 2 5 1 1 1 -

Type: Small, Immobile
Traits: Tough (x3), Slow-Witted
Abilities: Grab Attack

Milliasaur

Milliasaurs are hideously mutated centipedes which can reach up to two meters in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough, the milliasaur will dart from cover and sink its poisonous fangs into its prey. The milliasaur's poison is quick-acting and will reduce all but the largest creatures to a helpless state in a matter of minutes, allowing the milliasaur to drag its unresisting victim back to its lair and feast at its leisure.



Milliasaur **Rating: 42 Pts.**
Profile: M WS BS S T W I A Ld
 4 4 - 1 3 1 4 1 -

Type: Small, Crawler
Traits: Slow (x2), Weak, Tough (x2),
 Predatory (x2)
Abilities: Ignore Terrain, Poison

Carrion Bat

Large bats live in the tunnels of the Underhive, where they hang in seething colonies. If disturbed, they flutter down the tunnels in a single squealing swarm. Carrion bats have ferocious piranha-like jaws, but they live by scavenging meat from the kills made by larger creatures. The bats are drawn by the scent of fresh blood and will steal a few mouthfuls of flesh before the rats arrive to pick a carcass clean. Underhivers are afraid of carrion bats because their bite carries diseases caught from their scrofulous diet, including the dreaded zombie plague.



Carrion Bat **Rating: 35 Pts.**
Profile: M WS BS S T W I A Ld
 8 3 - 2 2 1 4 1 -

Type: Small, Flyer
Traits: Predatory
Abilities: Plague-Ridden

Ripper Jacks

Ripper Jacks are dangerous bat-like creatures that inhabit abandoned domes. They hang upside down from the roofs, swooping down on unsuspecting creatures. Ripper Jacks attack by enveloping the head of their prey with their leathery wings, biting and gouging at their victim's eyes, face and neck while maintaining a vice grip. Unless the Ripper Jack is speedily removed, its victim will quickly suffocate or bleed to death.

Ripper Jack **Rating: 39 Pts.**
Profile: M WS BS S T W I A Ld
 8 2 - 1 2 1 4 1 -

Type: Small, Flyer
Traits: Weak, Tough
Abilities: Envelop, Severe Injury

Giant Rats

The Underhive has a surplus of disused and decayed tunnels ideal for rats. There are many different species and their individual physiology can vary immensely. Giant rats can grow to as much as 4 feet long, though stories tell of some specimens whose teeth alone measure almost a foot. The rats are infamous for the speed of their natural reaction, giving them an almost supernatural ability to dodge attacks.



Giant Rat **Rating: 35 Pts.**
Profile: M WS BS S T W I A Ld
 6 4 - 3 2 1 4 1 -

Type: Small, Crawler
Traits: Strong, Predatory (x2)
Abilities: Dodge

Sludge Jellies

Sludge Jellies are venomous stinging jellyfish that live in the pools of industrial waste which are common across the Underhive. While most of these creatures are only a meter across or less, Sludge Jellies in desolate pools can be very large indeed, though no attempt has succeeded in measuring them. Jellies are balloon-shaped, slimy creatures with many thick tendrils. They instinctively sense disturbances near their liquid dwelling and will float to the surface and catch anyone at the edge of the pool. The Jelly's tendrils paralyze the victim and drag them down into their pools to be digested later.



Sludge Jelly **Rating: 44 Pts.**
Profile: M WS BS S T W I A Ld
0 3 - 1 2 1 4 1 -

Type: Small, Immobile
Traits: Predatory, Weak, Tough
Abilities: Drag, Paralyzing Sting, Tentacles, Restricted (liquid)

Face-Eater

Face-Eaters are among the most unpleasant vermin in the Underhive. Not a native to Necromunda, it is speculated that the Face-Eater was originally imported from an Imperial deathworld in an attempt to keep the population of deviant scum and vermin to a minimum. The Face-Eaters, however, quickly became established in the ventilation systems of the entire Hive and became a problem everywhere. Large eradication campaigns routinely sweep through the hive, ensuring that Face-Eaters are left only in the Underhive, where the harsh conditions keep their numbers in check.



Face-Eaters can lie in wait anywhere, but prefer to hang from girders, where they appear to be innocent scraps of

dangling cloth. Anyone foolish enough to approach a Face-Eater will have to be extremely agile as the creature uses a powerful muscle spasm to propel itself at its victim's face. If the face-eater lands on target, it wraps itself around its victim's head, attaching with several hooked claws. Powerful enzymes then go to work digesting the soft tissues of the victim's face. Once attached, it is almost impossible to detach a face-eater without causing severe damage to the victim.



Face-Eater **Rating: 45 Pts.**
Profile: M WS BS S T W I A Ld
0 3 - 3 2 1 5 1 -

Type: Small, Immobile
Traits: Predatory, Strong, Quick
Abilities: Leap, Severe Injury, Camouflage, Vice Grip