



Did You Hear That? Underhive Bestiary Pt. 3 By Nick Jakos

In part three of the Underhive Bestiary, we finish out look at all the nasty creatures from the past and several new ones . All of the creatures below were created using the Creature Generator from part one of the Bestiary. So, enjoy all these beasts and have fun making your own.

Lashworms

Some areas of the Underhive are infested with lashworms, strange creatures thought to have arrived on Necromunda in spore form among textile cargo. The Lashworm begins life in a larval form during which it is more similar to a fungus. During its adolescence, the fungus breaks down and the creature emerges from its adolescence undeniably animal. Lashworms live in crevices where they wait, tightly coiled, until a victim approaches. Any vibration will ‘trigger’ the lashworm to attack, which it does by whipping out its long, flexible tail and slashing a morsel of flesh off its victim. The lashworm’s tail coils around its catch and pulls it back into its lair to digest. Their speed and instinctive attack make the them hard to spot and almost impossible to kill.



Lashworm **Rating: 38 Pts.**
Profile: M WS BS S T W I A Ld
0 3 - 1 3 1 1 1 -

Type: Small, Immobile

Traits: Weak, Predatory, Tough (x2), Slow-Witted

Abilities: Hidden, Slash Attack, Single Strike

Icroctic Slime

Icroctic Slime is a transparent green blob the size of a man’s fist. This slime is the single most illicit and forbidden substance in the Underhive. Just to possess a living Icroctic slime is a crime punishable by death in most settlements. The Icroctic hangs from girders or ceilings, dropping on unsuspecting victims’ heads and attempting to absorb itself into the victim’s skull. On its way,

the slime feeds a massive dose of stimulants into the victim, giving them a euphoric feeling and a super human strength unmatched by other drugs.



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

Type: Small, Crawler

Traits: Resilient

Abilities: Ignore Terrain, Dodge, Acid Blood

Shadow Slime

Structurally similar to Icroctic slime, shadow slime is more hostile, hiding in the shadows where its dark color leaves it all but invisible. When mistaken for a patch of oil or stone, the slime attacks by sticking itself to its prey and dissolving clothing or armor . The composition of Shadow Slime is uniquely acidic and can dissolve flesh and bone in minutes, absorbing the nutrients and growing. When wounded, the slime explodes into cloud of acid that can seriously wound those nearby. More dangerous than that, however, is the slime’s ability to reproduce with startling speed. The profile below is that for a small Shadow Slime, though they are known to be as large as men in some areas.



Shadow Slime **Rating: 60 Pts.**
Profile: M WS BS S T W I A Ld
 6 3 - 5 4 1 4 1 -

Type: Small, Crawler

Traits: Predatory, Strong (x3), Tough (x2)

Abilities: Divide, Acid Blood, Ignore Terrain

Croak Hound

Croak Hounds are a stable and common life form on many hive worlds, where they roam in packs. They make their way from the Ash Wastes into the Underhive in search of food. Croakers are very aggressive and can be as large as a man, all claws and teeth. When hunting, the croakers give off a loud growl for which they are named, that is thought to coordinate several creatures attacking at once.



Croak Hound **Rating: 90 Pts.**
Profile: M WS BS S T W I A Ld
 6 4 - 4 3 1 5 3 10

Type: Medium, Crawler

Traits: Predatory, Quick, Strong, Hostile (x2),
Abilities: Pack Hunter, Camouflage

Blood Fly

Blood Flies breed in the large pools of effluent that litter the Underhive. Easily the size of a man’s fist, the flies have an excruciating bite with which they subdue their victims to feed. For most Underhivers, who are rugged by nature, these flies are little more than an annoyance. However, large groups of Blood Flies have been known to swarm, injuring or even killing gang fighters who let their guard down.



Blood Fly **Rating: 35 Pts.**
Profile: M WS BS S T W I A Ld
 8 2 - 2 2 1 5 1 -

Type: Small, Flyer
Traits: Quick
Abilities: Hit & Run

Sand Trout

In the clutter of ash and debris that litters the Underhive floor, Sand Trout dart around like fish in water. These worm-like creatures are covered with several thousand legs that move together and propel it through the ash. The jaws of the

Sand Trout are surrounded by two or three large fangs that can crush prey like ash clams with little effort. Though they are typically not large enough to take on a man, Sand Trout will occasionally attack from below, causing grotesque and painful injuries.



Sand Trout **Rating: 20 Pts.**
Profile: M WS BS S T W I A Ld
 6 2 - 3 2 1 4 1 10

Type: Small, Crawler
Traits: Strong
Abilities: Burrow

Spitworm

Spitworms are prevalent in the Underhive where they hide under debris and wait for their prey to pass. When within range, the worm spits a highly noxious liquid at its victim. The venom of the spitworm is dangerous, but not fatal. However, if the victim is not quick to remove the venom, it can cause blindness and dizziness, that will render the victim helpless, allowing the worms to feed.



Spitworm **Rating: 35 Pts.**
Profile: M WS BS S T W I A Ld
 6 2 - 2 3 1 5 1 -

Type: Small, Crawler
Traits: Tough, Quick
Abilities: Ranged Attack, Poison

Necromundan Gas Fungus
 There are hundreds of fungi in the Underhive. Most are harmless, some are eaten by Scavvies and mutants, and poisons or drugs can be distilled from others. Fungi tend to grow in large clusters consisting of many different varieties. Gas fungi protect themselves from interference by releasing a cloud of toxins which have a variable effect on humans.



Gas Fungus **Rating: 4 Pts**
Profile: M WS BS S T W I A Ld
 - - - 3 3 - - - -

Type: Plant, Immobile
Traits: none
Abilities: Gas

Brain Leaf
 The Brain Leaf is a most extraordinary plant as it seems to possess a form of intelligence, albeit of a fairly low, instinctive level. The plant grows an inconspicuous grey-green color, surrounded by a cluster of vines.

The Brain Leaf's vines are plain and smooth, stretching out from the central

cluster and ending in a single leaf. Each leaf is a macro-cell including a rasping hook, enveloped by a bundle of nerve cells. If a creature moves close enough, the plant's leaf sticks the victim and injects the nerve cells into the host. Once inside, the fibers replicate and spread at an alarming rate, taking over the host's own nervous system.

Although the plant lacks the intelligence to control its host completely, it is able to use its victims in a sensible and rational way. Most are used as compost, though the Brain Leaf can also inject its host with seedlings that detach from the parent vine, growing into mature plants within the warmth and protection of the host.



Brain Leaf **Rating: 20 Pts.**
Profile: M WS BS S T W I A Ld
 - - - 3 4 - - - -

Type: Plant, Immobile
Traits: Tough
Abilities: Vines, Enslave

Rubber Moss
 There are many types of lichens covering the ruined domes. By far the



Dust Spore **Rating: 2 Pts.**
Profile: M WS BS S T W I A Ld
 - - - 3 3 - - - -

Type: Plant, Immobile
Traits: None
Abilities: Spew

Plague Spores

Among the most dangerous fungi in the Underhive is the Plague Spore. The Spore pod is usually black or dark green and covered with a sickly viscous slime. When approached, the pod releases its spores, which are highly poisonous and can cause death in minutes. The victim succumbs to the spores and falls to the ground, host for new growth.



Plague Spores **Rating: 6 Pts.**
Profile: M WS BS S T W I A Ld
 - - - 3 4 - - - -

Type: Plant, Immobile
Traits: Tough
Abilities: Toxic, Spew

Fire Spore

The Fire spore is encased in a large, leathery pod, dark brown or black in color and distinguishable by its fiery red and orange stripes. This is a critical feature to notice, as the spores within are so volatile they will explode if exposed to heat or energy; weapons fire for example. This explosion will trigger nearby fire spores to explode as well.



Fire Spore **Rating: 4 Pts**
Profile: M WS BS S T W I A Ld
 - - - 3 3 - - - -

Type: Plant, Immobile
Traits: None
Abilities: Volatile