

## **Did You Hear That?**

Underhive Bestiary Pt. 3
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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.

<u>Profile: M WS BS S T W I A Ld</u>

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 -

<u>Type:</u> 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

<u>Traits</u>: 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, injurying 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 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 wormlike 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 3 2 1 4 1 10 6

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 35 Pts.

<u>Type:</u> Small, Crawler <u>Traits:</u> 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

<u>Traits:</u> 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

most annoying of them is Rubber moss, which is known to carpet entire domes. Though the moss is not directly dangerous, it has a very effective defense mechanism. Blooms of Rubber Moss are thick, incredibly reactive and highly unstable.



Rubber Moss Rating: 2 Pts.

Profile: M WS BS S T W I A Ld

- - - 3 3 - - - -

Type: Plant, Immobile

Traits: none

Abilities: Rubbery

## **Spine Crystals**

Though Spine crystals are actually more akin to minerals than plants, the speed of their growth makes them seem almost alive. Normally, spine crystals grow at the edges of effluent pools or discharge outlets, where the pollutants have been accumulating for a long time. It is impossible to hide amongst crystals, which are razor sharp and will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the crystal's toxic make-up.

## **Spine Crystal**

Rating: 4 Pts per 1"x1"

<u>Profile: M WS BS S T W I A Ld</u>

- - - 3 3 - - - -

Type: Plant, Immobile

Traits: none

Abilities: Dense, Thorns

#### Wire Weed

Many derelict industrial plants and functioning authority establishments on Necromunda are defended by belts of bio-wire. Bio-wire is a genetically altered cross between plant and mineral, originally developed from a deathworld xenomorph. Spores from the established Bio-Wire patches can drift into the ventilation systems, leaving dense clumps of this dangerous wire in many uninhabited parts of the Underhive. To Underhive dwellers, this is known as Wire Weed.

Bio-Wire was originally grown as a form of military defense, a sort of living barded wire. The wire is very tough and regenerates quickly. Its sharp thorns can pierce armour and lacerate exposed flesh to the bone. To make things even worse, Wire Weed secretes an acidic sap which reduces those entangled to bone in mere hours.

Wire Weed Rating: 15 Pts.

Profile: M WS BS S T W I A Ld

- - 6 4 - - - -

<u>Type:</u> Plant, Immobile <u>Traits:</u> Tough, Strong (x3) <u>Abilities:</u> Deadly Thorns

# **Dust Spore**

The dust spore is a generic fungus that grows all over the Underhive. The pods of this spore can easily be larger than a man, and spill clouds of spores which drift through vents and domes until settling and growing new pods.



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