

Flora and Fauna of Necromunda

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All descriptions and creatures are taken from the Underhive Bestiary rules supplement for the tabletop game Necromunda. I don't claim to have created the creatures or their descriptions, only adapting them to fit the Only War role playing game. Enjoy!

Flora

Necromundan Gas Fungus

There are hundreds of kinds of fungus in the Underhive: the dank darkness is a perfect habitat for them. 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 often consisting of many different varieties. Gas fungi protect themselves from interference by releasing a cloud of mycotoxins which have variable effects on humans. One of the more dangerous is the dream-spore, which looks like a rainbow-coloured puff-ball. If trodden on, the fungus expels a cloud of hallucinogenic spores that bring nightmarish visions and waking dreams to anyone breathing them. Victims of the dream-spore soon fall foul of the myriad other dangers of the Underhive and are often found drowned in sludge pools, hanging from spider webs, splattered at the bottom of long drops and so forth.

When a character moves over a patch of Gas Fungus, roll 1d5 and consult **Chart 1-1** to see what type of gas is expelled. All gas clouds affect characters within 3 meters and linger for 1d5 rounds.

Chart 1-1: Effects of Necromundan Gas Fungus

Number Rolled	Effect
1-2	<i>Choke Gas.</i> The fungus emits a thick, noxious cloud of gas that inhibits the respiratory process. The gas has the Toxic (2) quality.
3-4	<i>Scare Gas.</i> The fungus secretes a thin, dark stream of gas that triggers a flight reaction in most living beings. The gas has the Fear (2) quality.
5	<i>Hallucinogenic Gas.</i> The fungus expels a mycotoxin that bring nightmarish visions and waking dreams to those caught in the cloud. The gas has the Hallucinogenic (2) quality.

Brain Leaf

The brain leaf is a most extraordinary plant and seems to possess a form of intelligence, albeit of a fairly low, instinctive level. The plant itself is vine-like and has a greyish colouring that enables its tendrils to remain inconspicuous amongst the tumble of rubble and waste in the

Underhive. The brain leaf's tendrils are rather plain and smooth, but at the end of each is a single leaf. Each leaf is a macro-cell and forms part of the plant's intelligence. The leaves are equipped with rasping hooks and intrusive nerve bundles that become attached to a living creature if it moves close enough. The leaf injects its victims with complex fibres that speed throughout the victim's nervous system until they become mindless tools that the plant can use. Although not highly intelligent the brain leaf plant is able to use its victims in a sensible and rational way and the poor slaves are normally used as compost or protection for new seedlings. Once a brain leaf has attached itself to a host it is able to detach from its parent vine, leaving the plant to grow another leaf in its place.

If a character comes within 3 meters of a Brain Leaf, he or she must make a **Difficult (-10) Dodge** test or be struck by the plant. If the character passes the test, they manage to hop out of the way of the questing tendril. If they fail, the character must make a **Difficult (-10) Willpower** test or be taken over by the Brain Leaf.

If a character is mind controlled by a Brain Leaf, the GM takes control of the character until the Brain Leaf loses its hold over the person. Fortunately, the plant's invasive control sensitises the host to pain; if the Brain Leaf-controlled character takes a single wound (damage reduced by AP and TB as usual) then the Brain Leaf loses its hold on the character and dies. The player then regains control of their character.

FOR THE GM: Once a victim has been taken over by a brain leaf you should feel free to use him in any way which is not self destructive, using any weapons or equipment he has to attack or defend himself with. Usually the plant will simply want to kill as many creatures as possible in close proximity to itself for the nourishment, but come up with anything you like as motivations. Maybe the brain leaf wants to be dug up (carefully) and moved, or maybe it wants protection from all these gangs running roughshod over its territory.

Rubber Moss

There are many types of lichens and mosses covering the ruined domes. By far the most annoying of them all is Rubber moss which carpets large areas. Although the moss is not dangerous in itself, it has a very effective defence mechanism; its growth is thick, incredibly bouncy and highly unstable!

If a character attempts to move more than his Agility Bonus on Rubber Moss, roll 1d5. on a 1 or a 2, the character moves normally. If 3-5 was rolled, then he bounces 1d10 meters in a random direction, determined by the scatter roll. If he ends this move in more Rubber Moss, he keeps bouncing 1d10 meters in a random direction again.

If the character's bouncing would cause him to hit a wall, girder, column, rock, or other solid feature, he takes damage in the order of 1d5 + half as far as he moved in meters rounded down, in wounds. So, a character who bounced 10 meters would take 1d5 + 5 wounds.

Falling onto Rubber Moss causes no damage, however the character is bounced in a random direction $1d10 + \text{half as far as he fell, rounded down}$. So, a character who falls 15 meters onto Rubber Moss would bounce $1d10 + 7$ meters away.

Spine Crystals

These are not really plants but mineral growths. They occur around the edges of effluent pools, discharge outlets and wherever pollutants have been accumulating for a long period of time. They are very much like coral, consisting of a dense entanglement of crystals which are brittle and razor sharp. It is impossible to hide amongst, and very dangerous to move through a dense clump of spine crystal unless protected by armour. The crystals will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the toxic and corrosive nature of the chemicals from which they grow.

A patch of Spine Crystals counts as Difficult Terrain. Attempting to sneak through is a **Hard (-20) Stealth** test.

If a character attempts to move through a patch of Spine Crystals, he must attempt a **Challenging (+0) Toughness** test or take $1d5$ damage for every round he is in the patch. Spine Crystals have the Toxic (1) Quality.

Wire Weed

Some old derelict industrial plants and some functioning authority establishments on Necromunda are defended by belts of bio-wire, a genetically altered death world xenomorph. Some spores have also escaped over the centuries and dense clumps of bio-wire are occasionally encountered in the Underhive or the ash wastes. These clumps of wild bio-wire are known on Necromunda as 'wire weed'. Bio-wire was originally grown as a form of military defence, a sort of living barbed wire, but infinitely worse. Bio-wire is very tough and regenerates quickly. Its sharp thorns can pierce armour and lacerate exposed flesh to the bone. Wire weed also secretes an acidic sap which will reduce those unfortunate enough to become entangled in it to skeletal remains within minutes.

A patch of Wire Weed counts as Difficult Terrain. If a character attempts to move through a patch of Wire Weed, he must take a **Hard (-20) Toughness** test or take $1d5$ Rending damage, for every turn he is in the patch. If the character takes more wounds than his TB, he now suffers Blood Loss. In addition, Wire Weed has the Toxic (1) quality.

If a character is armed with a sword, he may attempt a **Hard (-20) Weapon Skill** test to cut his way through the Wire Weed. If he is armed with a chainsword, chain axe, power sword, or power axe, that test becomes a **Difficult (-10) Weapon Skill** test.

Characters armed with a flame, plasma, or melta weapon can attempt to burn a way through the Wire Weed. They must make an attack against the Wire Weed, resolving it as if the Weed had a TB of 8. If the Wire Weed would take 1 wound, it is burned and able to be traversed normally.

Fauna

Necromundan Giant Rat

WS	BS	S	T	AG	INT	P	WP	FEL
3	-	1	1	3	1	3	1	-

Soak: 2

Wounds: 8

Skills: Dodge (+20), Awareness (+10), Athletics (+10)

Talents: Heightened Senses (smell) Swift Attack

Traits: Bestial, Natural Weapons, Natural Armor, Quadruped, Size (weedy)

Weapons: Teeth and Claws (1d10 R pen 0), Tail-hammer (1d10 + 1 I pen 0)

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

Millisaur

WS	BS	S	T	AG	INT	P	WP	FEL
4	-	1	3	4	1	2	2	-

Soak: 4

Wounds: 10

Skills: Stealth (+10), Awareness, Dodge

Talents: Takedown

Traits: Bestial, Crawler, Natural Armor, Natural Weapons, Toxic (0)

Weapons: Poisoned Fangs (1d10 + 2 I pen 0 Toxic (1))

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres 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.

Giant Spiders

Many forms of mutant spider grow to a great size in the Underhive - up to several feet in span. They are so common that 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. Different species of giant spider catch food in different ways. Wolf spiders have long legs and chase down their prey before killing it with their oversized mandibles. Orb spiders weave thick, gooey funnel-shaped webs and hide at the end. Many unfortunate fugitives in the Underhive have run into these web-funnels in the darkness thinking them to be tunnels, only to be paralysed and slowly drained dry by the spider. Their gruesome cadavers can sometimes be seen suspended in the decaying cobwebs that hang in the darker recesses of the Underhive.

Wolf Spider

WS	BS	S	T	AG	INT	P	WP	FEL
4	-	3	4	4	1	3	2	-

Soak: 6

Wounds: 15

Skills: Awareness (+10) Stealth (+20) Acrobatics (+10)

Talents: Swift Attack

Traits: Bestial, Crawler, Quadruped (4), Natural Armor, Natural Weapons, Toxic (2), Size (Hulking)

Weapons: Mandibles (1d10 + 4 R pen 0 Toxic (2))

Orb Spider

WS	BS	S	T	AG	INT	P	WP	FEL
3	3	2	3	4	1	3	2	-

Soak: 5

Wounds: 13

Skills: Awareness (+10) Stealth (+20) Acrobatics (+20)

Talents: Swift Attack

Traits: Bestial, Crawler, Quadruped (4), Natural Armor, Natural Weapons, Toxic (2), Size (Hulking)

Weapons: Mandibles (1d10 + 4 R pen 0 Toxic (2)) Spinnerets (Range 10m S/-/- Snare (1))

Gigantic Spider

WS	BS	S	T	AG	INT	P	WP	FEL
6	-	5	5	4	2	3	4	-

Soak: 8 + 2

Wounds: 30

Skills: Awareness (+10) Stealth (+20) Acrobatics (+30)

Talents: Swift Attack

Traits: Bestial, Crawler, Quadruped (4), Natural Armor, Natural Weapons, Toxic (4), Size (Massive), Fear (2), Unnatural Toughness (2)

Weapons: Mandibles (1d10 + 5 R pen 3 Toxic (4))

In the deepest, darkest recesses of the wastes truly monstrous spiders lurk in the eternal night. Gigantic spiders are huge specimens measuring many metres across with massive jaws and a malignant intelligence to match. They are aggressive and extremely territorial so creatures that blunder 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 Underhive. Most valued of all are the Raft spiders which skate the surface of the Sump. Their eyes are crystals as pure and as valuable as diamonds, and innumerable hunters have lost their lives in the Sump chasing the dreams of wealth beyond avarice.

Carrion Bat

WS	BS	S	T	AG	INT	P	WP	FEL
2	-	1	1	4	1	2	2	-

Soak: 2

Wounds: 6

Skills: Awareness (10+), Dodge

Talents: Catfall, Swift Attack, Double Team

Traits: Bestial, Flyer (10), Natural Armor, Natural Weapons, Size (Puny)

Weapons: Teeth (1d10 R pen 0)

These large bats live in the tunnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the tunnels in a huge 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 flutter down to steal a few mouthfuls of flesh before the rats arrive to pick a carcass clean.

Ripper Jack

WS	BS	S	T	AG	INT	P	WP	FEL
3	-	2	1	3	1	2	2	-

Soak: 2

Wounds: 5

Skills: Awareness (10+), Stealth (+10), Dodge

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by

enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

Envelop: Ripper Jacks do not attack as normal. Instead, they make a **Challenging (+0) Weapon Skill** test. If they succeed, they envelop their target's head with their wings as they scratch and bite. A character who is enveloped takes 1d5 damage, negating toughness and armor, for as many rounds as they are enveloped. Removing the Ripper Jack is an **Opposed Strength** test, that the enveloped character must make, or another character that is nearby. Additionally, a Ripper Jack may be shot off of a character through another character making a **Called Shot** to the character's head.

Face-Eater

Face-eaters are some of the most unpleasant vermin to be found in the Underhive. They are a highly dangerous life form which was deliberately imported from the death world of Catachan. They were originally released into heating vents in an effort to prevent deviant scum and vermin using the miles of pipes to move around the hive. The Face-eaters flourished in the warm, moist conditions and became a problem in their own right within months. A subsequent eradication campaign has ensured that they are only found in the Underhive now, where the harsh conditions keep their numbers in check.

Face-eaters can lie in wait practically anywhere but prefer to hang from girders where they appear to be innocent scraps of cloth to anyone looking at them from a distance. Anyone foolish enough to approach a Face-eater will have to be extremely agile as the Face-eater 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 itself with hundreds of minute and viciously sharp hooks and spines. Powerful digestive enzymes start to eat away the victim's features. It is almost impossible to detach a Face-eater without seriously damaging its prey in the process.

Envelop: Face-eaters do not attack as normal. If a character comes within 3 meters of a Face-eater, the creature launches itself at the person, who can attempt to make a **Difficult (-10) Dodge** test to evade the attack. If the character fails, the Face-eater has latched onto their face. Every round the creature remained latched on, the player takes 1d5 damage, negating toughness and armor. Removing the creature is a **Difficult (-10) Strength** test, for either the victim or another person rendering assistance. If the Face-eater is torn off, it does an additional 1d5 damage, negating toughness and armor. The creature can also be shot off a character, though requiring a **Called Shot** to the victim's head. Treat it then as if it had 4 wounds.

Hidden: Face-eaters hang from girders resembling pieces of cloth, thus are hard to identify. Spotting a Face-eater as such before it launches itself requires a **Difficult (-10) Awareness** test.

Lashworm

Some areas of the Underhive are infested with Lashworms, strange creatures that arrived on Necromunda in spore form among textile cargoes from the Jubilon sector. Lashworms live in crevices where they wait, tightly coiled until a victim approaches close to them. The sensitive tip of the Lashworm's tail protrudes almost invisibly from the creature's

hiding place. Any vibration, such as a person moving nearby, 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 round its catch and pulls it back into the Lashworm's lair to be digested. The worms themselves are small, coiling up to the size of a man's fist. Lashworms do not move, act immediately and instinctively, and are almost impossible to kill because they are usually so deeply embedded in cracks and crevices.

Slash Attack: When a character moves within 2 meters of a Lashworm, the creature will strike. The character can make a **Challenging (+0) Dodge** test to avoid the attack. If they fail, the Lashworm deals 1d10 damage. Success on the test means the Lashworm will continue to thrash about, trying to cut off slivers of flesh. A character can then make a **Challenging (+0) Weapon Skill** test to kill the creature. If the Lashworm deals damage that causes at least 1 wound, it takes its chunk of meat and coils back into the lair to digest, which can take several hours.

Hidden: Lashworms are always coiled up in their crevices, thus hard to spot. Spotting a Lashworm before it makes its strike is a **Difficult (-10) Awareness** test.

Sludge Jelly

Sludge jellies are venomous stinging jellyfish that live in the sludge seas and also in pools of industrial effluent which are common all across the Underhive. Sludge jellies that live far out in the sludge seas or old creatures that have been growing in stagnant pools for centuries can be very large indeed, but most are about 1 to 3 feet across. They are disgusting, squidgy, balloon-like creatures with many thin trailing tendrils sprouting from beneath them. Sludge jellies can instinctively sense any disturbance in their liquid dwelling places and will suddenly float to the surface and catch anyone at the edge of the pool with their tendrils. Sludge jellies paralyse their victims with their tendrils then drag them down into the goo to be digested later.

Paralysing Sting: Sludge Jellies inhabit pools of sludge and effluent. If a character comes within 2 meters of such a place, a Sludge Jelly will rise to the top and make its attack. Avoiding it is a **Challenging (+0) Dodge** test. If the character fails the test, they are stung by the Sludge Jelly. The sting requires a **Difficult (-10) Toughness** test to avoid the paralyzation effects, with the number of rounds paralyzed equal to the number of Degrees of Failure of the test.

If a character is stunned within the 2 meters of a Sludge Jelly, it will begin pulling the character into its pool of sludge. This takes 4 full turns of a Sludge Jelly. A character who wakes up during this can attempt to cut the tendrils as a **Challenging (+0) Weapon Skill** test, or shoot the Sludge Jelly with a **Challenging (+0) Ballistic Skill** test. Other characters may attempt either of these actions as well. A success on either of these tests causes the Jelly to let go of the character, and sink to the bottom of the pool for several days. If the Jelly manages to drag the character into the sludge pool, the character is eaten by the Sludge Jelly and killed.

Ash Clam

Ash Clams are one of the more outlandish creatures that inhabit the Underhive. How they came to dwell in the desolations of the Underhive is unknown, though they are known to occur in the ash wastes outside the armoured walls of the hive. Ash Clams in the Underhive dwell underneath the covering of muck and rubble and are very sensitive to vibrations. Should any creature stray over its hiding place the clam will instinctively react to the vibrations and immediately open its gaping shell, drawing in a shower of loose dirt and anything else that is above it. Ash Clams will attempt to consume any living animal that comes too close, but a man is far too big to fit in its shell and will usually be trapped by the ankle or leg until they are freed.

Gotcha: Ash Clams are too small to do real damage to a human being, but can usually manage to catch a foot or ankle in their grasp. If a character steps on a patch of ground concealing an Ash Clam, it will pop up and immobilize a character. The character can make a **Difficult (-10) Dodge** test to hop out of the way. If this is failed, then the character is immobilized until they can make a **Challenging (+0) Agility** test or **Challenging (+0) Strength** test to escape from the Ash Clam's hold. The immobilized character (or someone nearby) can also attempt a **Difficult (-10) Weapon Skill** test or **Difficult (-10) Ballistic Skill** test to kill the Ash Clam.