

# Nightmare Type Mishhuvurthyar

The *Shlarvasseroth* are a type of [Mishhuvurthyar](#) whose name roughly translates to mean “*Nightmare*”. They are a chimera species created from utilizing various [Mishhuvurthyar](#) and [Nekovalkyrja](#) racial stock, selective breeding, and outright genetic alteration – the Nightmare incorporate several artificial genetic traits and abilities that were developed by the Mishhuvurthyar solely for their own use in an attempt to reproduce or counter in combat the capabilities of the more formidable kinds of Nekovalkyrja like the [NH-27](#) and the [NH-28](#) models, as well as any similar models that may in future be developed.

A single unarmed Nightmare is comparatively as dangerous as a soldier equipped with low-end power armor. They are often utilized as personal guards for Mishhuvurthyar VIP's, elite commandos, and enforcers that terrorize lower ranking Mishhuvurthyar and their thralls into obeying the dictates of their masters.

## Appearance



Because the Nightmares are a hybrid race that also incorporates genetic information from both the [Mishhuvurthyar](#) and the [Nekovalkyrja](#) species, they have inherited various physical traits from both.

Typically they have facial features not very different from those of your average Nekovalkyrja or female Yamataian – comparable to those of a young, beautiful Japanese female – though more feral in appearance. Their teeth are slightly larger, sharper and more numerous. Their eyes lack any whites and

are instead jet black, whilst the irises reflect ambient light and glow slightly. Their irises can also be practically any color in the visible light spectrum – though red, orange and gold are the most commonly encountered. The pupils of Nightmares aren't round, but instead are vertical slits. Nightmares no longer possess normal hair – rather they have countless tendril-like growths that due to their narrow width are largely indistinguishable from hair at a distance. The tendrils are quite alive and often twitch or move without the need of conscious direction. Hair pigmentation for the Nightmares also can come in almost any color, though black, brown and red are by far the most common. Skin pigmentation is universally brown, as though deeply tanned, which becomes darker towards bony regions or areas protected by carapace. They have the cat-like ears of the Nekovalkyrja, though they all lack fur – instead, they are typically scaled and oftentimes have bony ridges. As one looks further away from the Nightmares face towards their torso, “hair-line” or ears, the more scaly and prominent their inherited Mishhuvurthyar characteristics become.

The bodies of Nightmares are superficially feminine in appearance, though due to the incorporation of Mishhuvurthyar genetics they are sexually labeled as hermaphrodites – possessing the primary sex characteristics of both males and females. Their torsos and shoulders are covered in scales, spikes and thick bone carapace that protects the major organs, feminine reproductive systems and their spinal cord from external harm. Whilst Nightmares retain the swell of “breasts” beneath their carapace, they no longer serve the same biological purpose and are instead used as storage organs for spare biomass utilized in repairing bodily harm or for making conscious physical alterations to their own forms. Examples of such alterations include the growth of additional tentacles, changing their tentacles size, or changing one type of tentacle into another. During mating, a Nightmare can reorient the positions of the bone plating around their pelvic region to expose female reproductive organs for the act of procreation. Along their backs on either side of the spinal column are two rows of tentacles like those found upon the [Mishhuvurthyar](#), and are able to be configured into any of the varieties available within the [Mishhuvurthyar Tentacles](#). The exact number of tentacles varies depending upon the preference of the Nightmare – they can be absorbed for spare bio-mass or else grown from available stores – though the average amount is twelve and the maximum amount their bodies can support is typically around twice that number.

The humanoid limbs of Nightmares reveal bare flesh around the upper arms and slightly scaled flesh around the thighs, whilst the forearms, forelegs, hands and feet are heavily protected by spiked carapace. Despite having seemingly vulnerable locations that expose bare skin, the Nightmares also have sub-epidermal armor plating in all regions which provides them considerable protection from most kinds of harm. Like those of the Nekovalkyrja, the limbs of the Nightmares are slightly elongated when compared to those of ordinary humans, and their hands possess four digits rather than five. However unlike Nekovalkyrja, the Nightmare possess extremely tough and quite sharp talon like fingers and toes which can rend through flesh and tear at armor plating with alarming ease.

The Nightmares are much larger than Nekovalkyrja and Yamataians and due to their dense bones and artificial musculature they are considerably heavier than they would appear. They can range in height from 180cm (5' 11”) to 220cm (7' 3”) tall. An average Nightmare is 200cm (6' 7”) tall and weighs approximately 135kg (298lbs). Due to their size and lack of a [SPINE](#) interface they cannot utilize the same range of captured [Star Army](#) equipment that can be operated by cloned or enslaved [NH-29](#).

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species	
Species Category	alien
Nanomachines	Unknown
Symbiotics	Unknown
Pharmaceuticals	Unknown

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