

# Ni'hashbin Warrior

Level:	15	Special	
Hits:	270	Abilities:	Demonic Abilities (class IV Aura); Lightning Reflexes; Dense Musculature; Instinctive Defence; Toughness; Reverberative Strength;
Size:	Large	Stats:	St 75 (13), Co 75 (7), Ag 75 (8), Qu 75 (7), Sd 75 (7), Re 75 (6), In 75 (6), Pr 75 (6) PP 35
Movement:	13'/rnd	RR:	Stamina RR 115; Will RR 115; Magic RR 115
Initiative:	+23	Treasure:	R - -
Defensive		Culture:	Elder Worm (Natharl'nacna)
Bonus:	155 (+14 Stats; +60 Survival Bonus; +40 Tough Hide (Major); +42 Magical Plate Armour (pieces))	Important	
Attacks:	+115 Medium Bite (Poison; 2 x results of Critical); +150 Pole arms (2 x damage results)	Skills:	Perception (16) 85; Stalk & Hide (16) 80;
# Encounter:	1-20		
Outlook:	Cruel		
Lifestyle:	Unknown		

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Lowest of all the natharl'nacna (but still far above the Elder Brood in importance), these are also some of the most common of the elder worms. Reptilian creatures, they have a snake-like head and snake-like arms with snake heads, instead of hands. They use these snake heads to grip objects such as weapons as dexterously as any other being.

## Combat

They use pole arms and long axe-like weapons in combat. Possessing incredible strength despite their appearance, they can inflict twice normal damage with weapons.

Unarmed, they can bite with any or all of their snake heads, injecting a special poison into their victims that affects both muscles and nerves, affecting the victim with both poisons (dealing two times poison damage – RR each poison).

## Spellcasting

While they are not spell casters, their alien physiology gives them a +30 on RR's and a +40 on elemental attacks (This includes a +5 RR bonus for Armour). Any mental attack or mind-

effecting spell must be cast three times on them to be effective because of their three-headed nature. They are very often used as special guards or elite soldiers, as well as scouts and bodyguards.

## Treasures

All weapons possessed by Ni'hashbin warriors are frequently enruned with Battle Runes (M.L.) and are made from a special alien metal giving them a bonus of (+25) (refer to Dwarven Steel in M.L.) Very often they wear plate helm, cuirass and pauldrons that is enruned like their weapons, and made from the same material. All melee weapons are strange creations from the Elder Worms dimensions and should be classed as Exotic weapons (GM should feel free to use any of the Pole arms from Martial Law)

## Encounters

These creatures are not usually found on mortal realms unless accompanying a multi-versal attack force (!), and as such are usually found acting as guards for other Elder Brood or demonic atrocities, such as Rhodintor demons.