

# Brain Parasite

Level:	1	Length:	3"-5"
Hits:	20	Stats:	St 75 (5), Co 75 (5), Ag 75 (5), Qu 75 (5), Sd 75 (5), Re75 (5), In 75 (5), Pr 75(5)
Size:	Tiny	RR:	Stamina RR 15; Will RR 15; Magic RR 15
Movement:	.01	Treasure:	- - -
Initiative:	+0	Important	
Defensive		Skills:	Perception (1) 15
Bonus:	0		
Attacks:	None		
# Encounter:	1		

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A 2"-4" long white worm created from equal parts genetic material of a "host" (eg human, dwarf, etc) and a cthugan. Created by rhodintor, with a strand of the host creatures hair (2 inches long) and a single drop of cthugan blood (which runs along the length of the hair), it is laid into a dish containing 1 ounce of dissolved Primal Essence (which is used during the creation) from the cthugan's own realm. Given the spark of Life (Lifegiving) along with a Major Heal (heal all), once per day for a month, the resulting creature is a 2 inch long worm that has the telepathic abilities native to the cthugan and can live inside the specified host creature. It must be implanted within the host or given the above spells to keep it alive.

Implanted quickly in an open wound, the parasite burrows inside the host, taking its place alongside the brain stem and spinal cord. It uses the brain fluids and electrical energy of the host to live and simply converts electrical signals to the hosts brain in place of normal signals. Sending further tendrils into the host's spine it can gather more electrical energy, leaving the host feeling tired. As a result the host tends to eat more to try to gather more energy.

## Combat

The worm has little more than the attacks of a common garden worm and by itself is no threat. The Brain Parasite lives comfortably inside its host, being part genetic material of its host. The creature communicates directly with the host

creature and the cthugan, sending thoughts to both. Any thought the cthugan wants to implant, the host makes a RR v's Will to resist. Unfortunately the cthugan can continually persist with the thought request, and eventually the host simply gives in, becoming a tool of the cthugan. Killing a worm, once implanted is hard. The only way known is to decapitate the host (killing the worm in the spinal cord), and then to remove the worm's entire body. Reattach the head, Major healing, Lifegiving, and then more healing to reanimate the stressed, unfortunate soul. (Not to mention Cure Insanity from a Vivamancer!)

## Myths and Misconceptions

Little is known of the creature although it is falsely believed that they have the power to take over your mind. The creature is little more than a conduit to the Cthugan. The cthugan can impose a question to the worm, and thus to the host repeatedly, until the victim simply gives in. Rumours have that a strong enough host could overwhelm a Cthugan by imposing its stronger will on it, however, such theories have never been known to be tested. (These creatures are simply one of the rhodintor demon's creations and a popular one at that.)

## Treasures

None

## Encounters

One is bad enough.