

Chapter III: Mimitsu Museum • Chi-Chian The Role Playing Game

### Caterpillar Moths

Lymantria sapiens, or Caterpillar Moths, are a dangerous and extremely intelligent Insect Race (see). After a recent thwarted attempt by them to spread their numbers beyond Manhattan, Mimitsu has been unable to keep their existence from public notice.

Mimitsu scientists have correctly determined that the Caterpillars are genetically related to Lymantria dispar, or gypsy moths. It is surmised that after the extinction of trees (2270s), gypsy moths were driven to adapt to a nastier form of parasitism: using humans as their hosts.

So little is known about the Caterpillars, it is not certain whether they have their own language, or exclusively use English to communicate. The political and social structure of Caterpillars is a mystery, apart from the existence of a leader, going by the name of Kato-pillar (see). Kato-pillar plainly masterminded the attempt, in 3049, to use the submerged 2967 World's Fair Cityship to spread Caterpillar Moths around the world, (see ppg. PPP, PPP) an effort stymied by the intervention of Siamese operatives, and Chizuru Mitsui.

Capabilities:

- Brain Nesting  
Brain Nesting is primarily a means to hide among the population of humans until the Caterpillars' plans for world domination hatch.

A Caterpillar will first try to win over a victim with promises of power and glory— and/or attack while the victim is asleep, unconscious, drunk, or even recently dead (see below). Then it will eat away the top of the victim's skull, burrowing in, while leaving the skin atop the head intact to use as a trapdoor, and a vent to breathe through. To complete its new lair it will consume a good bit of the victim's brain. The victim loses 2 levels of Brains, and 1 level of Willpower, to a minimum of 0 (zero) each.

- Zombie Saliva Enzyme  
Thanks to evil experiments upon himself, Kato-pillar has given brain-nesting Caterpillars a final lock-hold over their victims. Caterpillars excrete a special enzyme that allows its host to regain damage levels, and even consciousness, after a period of no greater than 4 hours after death.

Damage levels are regained at one level per hour.



Diagram 7:1a  
A caterpillar emerging from victim of brain nesting (giant arachnids pictured in background)

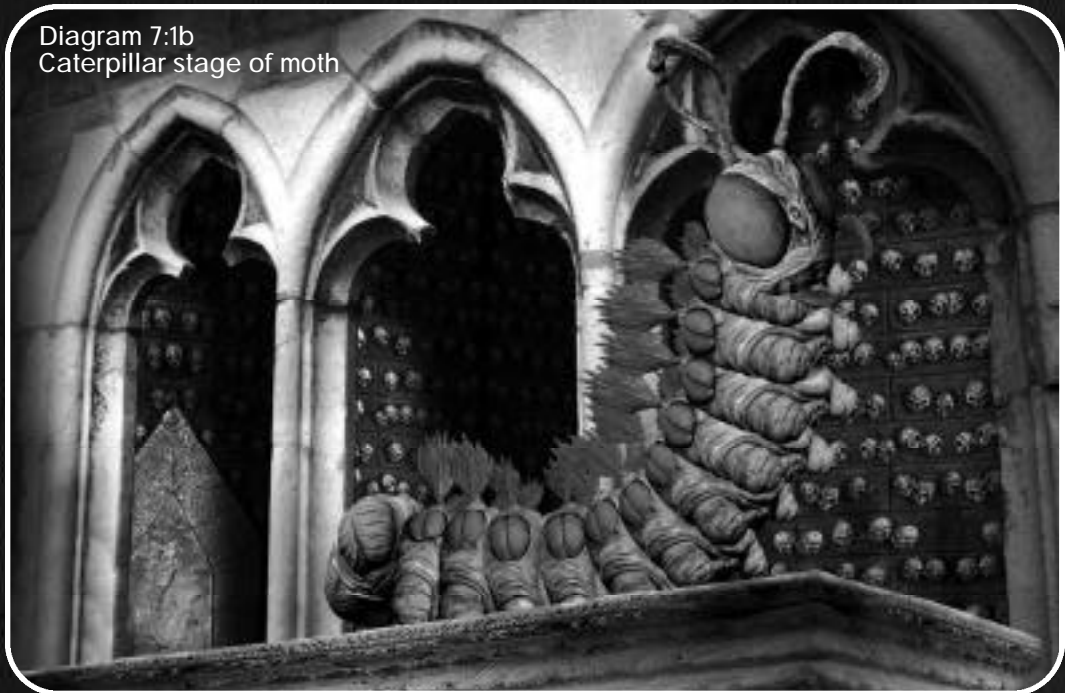


Diagram 7:1b  
Caterpillar stage of moth

This enzyme therefore grants a victim a kind of perverse eternal life— as long as the Caterpillar stays inside them. Enzombied humans can have scores as low as 0 (zero) in any Stat, though a dead (zero Health) body may not make for an attractive place to nest. Such terminal cases still technically have free will, but their dependence on the Caterpillar reduces them to little more than zombies with conversational skills.

The hosts don't remain human for long, either. Any host human that has carried a Caterpillar for more than 3 days, or who has ever had a Stat reach zero while a Caterpillar has nested inside them, cannot be recovered to humanity, even with the finest laboratory available. The enzyme has altered their internal structure so radically that they are no longer human at all, but a kind of proto-cocoon.

Eventually hosts infected with the zombie enzyme become like semi-conscious jellied candies; able to think and move and fight, but with only a kind of viscous substance propelling their skin sacks around. Without Caterpillar occupation, these bizarre beings dry up in about 24 - 72 hours— but it is not certain if this kills them. Evidence suggests they can revive even from being chopped into bits, if the bits were ever brought together by a drooling Caterpillar.

Presumably, carbolic acid or a nuclear furnace would eliminate these menaces, but this has yet to be tested.

- Control (Human)

There are hints that some cocoons escaped destruction in 3049, and that giant, malevolent white Moths now flutter in the shadows of Manhattan. And Moths are rumored to have a frightening ability to directly control the minds of humans.

A Moth pits its Control (Human) capability against the combined Brains and Willpower of the victim. A victim that successfully resists cannot come under the Mind Control of that particular Moth for 48 hours, after which the Moth may have at her again.

Sometimes their Mind Control; if both against each determine with Control (Human) subject at a Moth is conc useful, Mind creates deetim is freed from Limitations:

- Arrested Development

Caterpillars own development that keeps them normally go toward metamorphosis. Caterpillars posing for a span of no greater than 48 hours.

- Difficult Control  
A drawback is that he realizes that he realizes. Hence, Caterpillars emerge to go the Caterpillar own speech or wriggle or yet that it is a problem.

- Resistance  
While the Caterpillars fight against begun to nest.

Bodies with considered little have even a lunge their Control with them.

Life cycle  
Egg stage  
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Caterpillar stage  
This stage la it can of the metamorphosis development for the <<Average Stat Virtue 1; Character Willpower 8. Chi 4. OOMF 8 + d100

Sometimes two or more Moths will pit their Mind Control against a single victim; if both succeed, the Moths roll against each others' Mind Control to determine who controls the human.

Control (Human) can only work on one subject at a time, and only while the Moth is concentrating on its victim. While useful, Mind Control is temporary, and creates deep resentment once the victim is freed from it.

Limitations:

- Arrested Development

Caterpillars that Brain Nest stunt their own development: the Saliva Enzyme that keeps their hosts alive would normally go toward building a cocoon, and metamorphosing into a Moth. While Caterpillars can live without metamorphosing for decades, they have a lifespan of no greater than 50 years.

- Difficult Communication

A drawback to hiding in a zombie's skull is that he really can't hear you very well. Hence, Caterpillars must at least partially emerge to give orders, or to hear reports. The zombie hears the Caterpillar's voice as very muffled, though the zombie's own speech is loud enough to the Caterpillar. Caterpillars can wriggle or yell to get attention while inside their zombie's skull, but it is a pretty primitive way of having to run things.

- Resistance to Enslavement

While the Patahn Pahr seem to have welcomed the Caterpillars to live in their brains, it is possible that a victim can fight against a Caterpillar's control, even after the thing has begun to nest.

Bodies with 0 (zero) Brains, Health and/or Willpower are considered little more than reanimated corpses, though if they have even a point in Brains or Willpower, they can still challenge their Caterpillar's orders, or at least complain and argue with them.

Life cycle

Egg stage

This stage of life is assumed, but Caterpillar Moth eggs have never been studied, or even found; evidence suggests that neither the Patahn Pahr, nor even Soma, ever saw one. How long a Caterpillar Moth egg would take to hatch, and under which environmental circumstances, is unknown.

Caterpillar stage

This stage lasts for 10-20 years, as the Caterpillar learns what it can of the world before metamorphosis. If it chooses not to metamorphose, a Caterpillar will remain at this stage of development for the rest of its life (approximately 50 years).

Average Stats

Virtue 1; Charm 3; Brains 6; Tech 5; Guile 7; Mettle 2; Health 8; Willpower 8.

Chi 4.

OOMF 8 + d10

Diagram 7:2  
Adult stage of moth



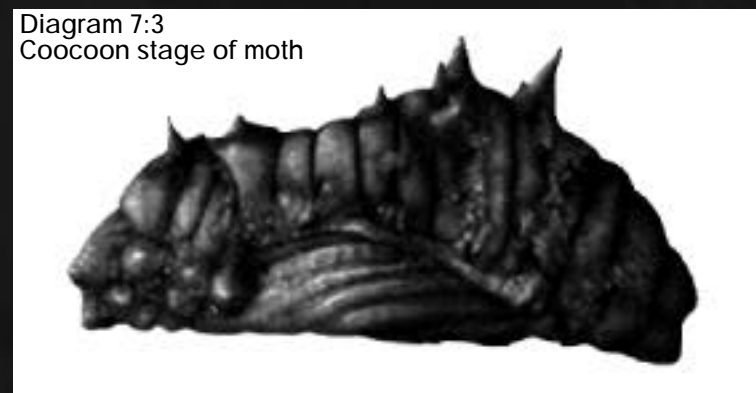
Capabilities

Brain Nesting, Saliva (see above)

Pupal (Cocoon) stage

This stage lasts approximately a month, or even less. Mimitsu has recovered part of a charred cocoon from the ruins of the Cityship, containing remains of a large Moth. The Moth pupa, if intact, would be about 2 meters (6') long. Cocoons are very hard, equivalent to an Armor <<##. Other evidence from the wreckage of the Cityship suggest that thousands of these creatures had reached their pupal stage, ready to hatch.

Diagram 7:3  
Cocoon stage of moth



Moth stage

How long a Moth might live in its adult form is simply unknown. Presumably Moths reproduce sexually, and lay eggs, but no evidence is currently available. Rumors state they stand as high as 3 meters (8') tall when fully grown. What nefarious capabilities an adult Moth might possess, we can only speculate upon, and maybe give some Stats:

Virtue 1; Charm 5; Brains 7; Tech 5; Guile 8; Mettle 3; Health 7; Willpower 9.

Chi 8.

OOMF 10+ d10