

Parasite-Type Mishhuvurthyar

The Parasite-Type [Mishhuvurthyar](#) was first identified during the [First Mishhuvurthyar War](#). This [Hemosynthetic](#) species however received an update in [YE 45](#).

History

From [YE 26](#) until [YE 33](#), the Parasite-Type [Mishhuvurthyar](#) was a persistent pest and problem for the [Star Army of Yamatai](#). Personnel that became the host to this hostile menace were a threat to security as they would take control of [Nekovalkyrja](#). In [YE 33](#), however, when the [Nekovalkyrja, Type 33](#) was created, [Ketsurui Zaibatsu](#) included a [Parasite Contingency](#). The contingency removed the threat of infiltration. In [YE 45](#), the Parasite-Type [Mishhuvurthyar](#) received an update of its own from the [Sfrarabla Mishhuvurthyar Nougift](#). They replaced the previous drug-like toxin that the parasite carried with the [Mishhuvurthyar Hemosynthetic Virus Weapon](#), which posed a massive threat to the [Star Army of Yamatai](#) as it threatened the assimilation of [Nekovalkyrja](#).

Physiology



[Mishhuvurthyar](#) parasites are remarkable yet eerie creatures, resembling small slugs with four eyes and a slimy exterior. Their bodies are rounded and taper towards the front, where they have menacing front “teeth,” as well as tendrils and segmented head armor. In contrast to other newly discovered Mishhuvurthyar species, the Parasite-Type lacks the [Standard Tentacle Package \(STP\)](#) due to its diminutive size. Instead, it carries small sacs containing injection-type fluids, similar to those found in the [STP](#). These sacs enable the Parasite-Type to inject the [Mishhuvurthyar Hemosynthetic Virus Weapon](#) into their victims using tiny needles located in their mouths.

These unsettling parasites measure between 10 and 40 centimeters in length, making them deceptively small for the threat they pose. They display a sinister determination to infiltrate a host's body, eagerly seeking out any available opening or even resorting to burrowing through the skin.

One of their most unsettling abilities is their capacity to float in midair. They accomplish this feat by

generating their own natural electrogravitic field, allowing them to move at astonishing speeds of up to 145 kilometers per hour (90 mph). This eerie combination of physical attributes and behaviors paints a vivid picture of these peculiar and formidable organisms.

The Takeover

In addition to the threat of assimilation that occurs with the [Mishhuvurthyar Hemosynthetic Virus Weapon](#), the parasite is still able to inject into a victim's brain or nervous system, enabling it to take complete control of the victim's body and manipulate it as desired until the assimilation process is complete. This control is not limited to living bodies, as recently deceased ones can also be commandeered for this purpose. Some individuals, after undergoing this transformation, exhibit diminished awareness of their surroundings and are often referred to as 'Zombies' due to their host bodies' prior deceased state. The chemical slurry used to achieve this has been altered as of [YE 45](#) to emulate [hemosynthetic fluid](#) similar to the virus.



Diet

On [Sfrarabla Mishhuvurthyar Nougift](#) vessels these parasites are generally housed in nutrient-rich [hemosynthetic fluid](#) vats to sustain them. When in a host, the parasite then shares the nutrient consumption of their host.

Life Cycle

[Mishhuvurthyar](#) parasites are created similar to [Nekovalkyrja](#) and [Mishhuvurthyar](#) in [hemosynthesis tubes](#). The parasites are [☠ monecious](#) are also capable of sexual reproduction as well as have the ability to asexually reproduce by [🧬 Fragmentation](#). Due to the fragmentation of asexual reproduction if a

parasite is cut into pieces each piece will grow into a clone of the original.

Damage From Parasite

A parasite weighs approximately 2 kg and travels at its maximum speed of 145 km/h (which is equivalent to 40.28 meters per second), it impacts its victim with its teeth, delivering a force of 1622.3 Joules. To put this into perspective, the force of impact is comparable to being shot, with a 5.56 × 45 mm rifle round delivering approximately 1,796 Joules of energy and a .44 Magnum pistol round delivering around 1,400 Joules. In essence, being struck by this parasite is akin to sustaining a gunshot wound, categorizing it as a [Tier 2, Medium Anti-Personnel threat](#).

Parasites Not Carrying the MHV

The non-[Mishhuvurthyar Hemosynthetic Virus Weapon](#) transmitting parasite possesses a stinger that can be inserted into a victim's brain or nervous system, allowing it to completely commandeer the victim's body. This grants the Parasite full control over all bodily functions. Importantly, this takeover can occur not only in a living body but also in a recently deceased one, making it adaptable to different scenarios. Those who undergo this transformation may lose much of their awareness, earning them the nickname "Zombies" due to their resemblance to the deceased host bodies.

Over time, the victim's original mind and personality are entirely replaced, and the empty shell of the NMX's former body eventually decays and falls off. In certain cases, particularly with larger parasite types, a small bud may grow on the host's skin, eventually developing into a Mishhuvurthyar tentacle. These parasites typically attach themselves at various points on the victim's body, such as the back, base of the skull, behind the shoulder blade, inside a limb, or in the abdominal or genital area. Smaller parasite types lack the necessary mass to form these tentacle buds and are often employed in more covert operations.

These infected individuals are effective infiltrators since they can outwardly appear normal while being controlled by the Mishhuvurthyar. The parasite can also extract some of the host's memories, although this process is not always perfect.¹⁾


OOO Notes

Original Page was made by [Wes](#). It was updated by [Andrew](#) on 2023/09/23 15:22.

Note to Game Masters

Game Masters determine the chance of infection and infiltration. The infection is not 100% guaranteed. (Estimate Infection Rate by Parasite is 20%)

The update was approved on 2023/10/04.²⁾

Enemies	
Enemy Name	Parasite
Faction	Sfrarabla Mishhuvurthyar Nougpift
Category	Level 3 - Faction
Image	

species	
Species Category	alien
Nanomachines	Unknown
Symbiotics	Unknown
Pharmaceuticals	Unknown

1)

Determined by the GM

2)

<https://stararmy.com/roleplay-forum/threads/parasite-type-mishhuvurthyar.70917/#post-441150>

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