

TALES OF THE PURRFECT EXPLORERS

THE
ALIEN
CREATURES
GUIDEBOOK
VERSION 0.6

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Tales of the Purrfect Explorers
The Alien Creatures Guidebook
Version 0.6

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THE ALIENS AND CREATURES GUIDEBOOK

INTRODUCTION

Welcome to The Aliens and Creatures Guidebook 0.6!

This book was originally assembled as a consistency reference for the creatures and aliens of the world of Tales of the Purrfect Explorers and intended for my own use. I have decided to release it into the world mainly to help satisfy the curiosity of some of those who have seen my doodles and read my writings.

It should be noted that many of the things in this book have not yet been sketched or written about and some may never be. Much of what is here is just things which have tweaked my imagination and gotten me thinking... things which I've decided to share for want of anything better to do with them.

I doubt I will ever consider this book to be complete. I do tend to get stuck in ruts for long periods of time, but every now and then I'll get a truly new idea or set of ideas and that will no doubt result in a new version being released. That is just part of the creative process.

Before I go, I must give you a fair warning: this text may contain spoilers for tales not yet written and doodles not yet doodled. I suppose that's always the risk one takes when reading a sourcebook.

Oh, and don't take what's in here too seriously. It's all just made up critters doing things that only made up critters can do.

Well, before I ramble any more I shall say to you: farewell for now and enjoy!

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Shetira

MONSTEROUS ALIENS AND CREATURES

OVERVIEW

This section contains the detailed descriptions of many of the aliens and creatures which have been encountered by Furry Explorer during its explorations in search of alien pleasures and experiences. This section is by no means complete, as many of the creatures which have been planned have yet to have solid descriptions of them drawn up.

Entries in this section are, as in the technology and things section, set out in alphabetical order. Each entry contains a brief overview, a detailed description, a section on the threat level and neutralization process and a section which gives brief descriptions of missions, incidents and events related to that creature.

A note should be made about the threat level classifications. The format of the classification is x[y] where x and y are numbers ranging from 0 to 10. X is the threat level of a creature for an unarmored, unprotected individual. Y is the threat level presented to an armored target or enclosed vehicle. In both cases, the lower the number, the lower the threat. Threat levels do not take into account actions on the part of a potential victim and only indicate the powers of a creature to actively harm/affect a victim.

ATHARIA CRYSTALS

Found only in the darkest caverns on the world of Mi'kar, these deadly mineral life forms feast upon the flesh of unwary creatures. Highly dangerous, even the smallest shard can prove deadly to any who touch it.

DESCRIPTION

Antharia crystals appear as elongated, six sided orange crystals with pointed tips and bases conforming to the surface upon which the crystals rest. Upon very close examination there appears to be bones encased within the lower parts of a crystal cluster. They are usually found in attached clusters of thirty or more. Size can vary from tiny (1cm tall) to large (50cm). There is nothing in particular to mark these crystals as dangerous and only a detailed scan will reveal that they are, in fact, alive.

These crystals pose a serious hazard to any living creature which happens to come into physical contact with them. Even the slightest touch will result in crystal material being rubbed off onto the victim. The material will immediately begin to grow and will quickly cover the victim in a hard coating of orange crystal. A victim then begins to suffocate but not before she feels the crystal material piercing her body all over, quickly subsuming her flesh to fuel its growth into a new cluster of atharia crystals. A victim usually dies within minutes of being totally covered. In a half hour all that is left is a new cluster of crystals and, barely visible within their mass, lies the skeleton

of the victim.

THREAT LEVEL AND NEUTRALIZATION

These crystals are very dangerous in their natural state and even more so should one be foolish enough to attempt to neutralize them without very specific equipment. These creatures have a threat level of 6[0]. The only way to safely neutralize these crystals is through matter disintegration. Conventional methods invariably result in a mass of flying crystal shards, each of which is just as dangerous as the whole cluster and which are much more difficult to avoid. Unless proper equipment is available, it is imperative to leave these crystals alone.

NOTES

The Ordeal: While visiting the world of Mi'kar, Illwae Shuma accidentally insults a group of barbarian Ly'n Ambwassi natives. Forced into a dark, torch lit cavern she is forced to touch a cluster of atharia crystals and suffer a horridly painful experience. Fortunately Illwae was protected by the lifegate, something of which the natives are still unaware of, though they were made quite suspicious by the fact that none of the other crew members seemed even slightly upset about the fate of their victim.

CARNIVO-FLOWER

In the dark forests of Vegura lurk these frightening carnivorous plants. Their tendrils rarely fail to ensnare those careless enough to approach to look at the plant's massive, brightly colored blooms.

DESCRIPTION

A carnivore-flower is a huge plant consisting of a large, four foot thick, ten foot tall stalk topped with a massive colored flower. These flowers are usually red, yellow or orange and measure almost twelve feet in diameter. Hidden within the stalk are three seven foot deep pockets, each of which hides a pair of long tentacles.

These creatures attempt to ensnare victims by snaking one of a pockets tentacles along the ground toward the victim in order to catch her by the feet. A caught victim lifted into the air where the pocket's two tentacles flip her about and then pull her down into their pocket in the plant. A victim can attempt to keep herself from being drawn into the pocket by grabbing the edges as she is pulled in, but few have the strength to resist the tentacles' pull for long. One within, the tight, form-fitting pocket seals over her head.

Anyone viewing a victim trapped within the creature would have no trouble recognizing the victim. It is not difficult to cut a victim free from a pocket, though the tentacles within will flail about out any opening cut in the pocket in an attempt to hold

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the would-be rescuer at bay. Such individuals are also sure to have a tentacle from another pocket try to ensnare her, something few individuals focusing on freeing another victim are likely to notice until it is too late. Holes cut in a pocket heal rapidly, vanishing after only about ten minutes.

A victim within a pocket has more than an hour before anything further will happen to her. She will have no problem breathing as the material of the plant permits air to filter through it. After an hour passes, however, the plant's digestive juices will begin to flow. At first the juices are so weak that the victim will only feel wet. After a half hour or so, the burning begins. The average victim will last only another twenty minutes or so before her life fades away.

The digestive juices of a carnivore-flower do not affect bone. After about four hours their victim's, totally cleaned of all flesh, is dropped to the ground from an opening in the bottom of the pocket, a morbid warning to any other who dares to approach the plant.

THREAT LEVEL AND NEUTRALIZATION

These plants are quite dangerous to any individual or small group of individuals not equipped to deal with such creatures. This gives the carnivore-flower a threat rating of 5[0]. These plants can be neutralized by conventional means. Victims can be rescued from the plant by any appropriately equipped and armed team. It is recommended that the plant itself be killed before attempting to rescue a victim in order to reduce any chance of injury to the victim or the rescuers.

NOTES

Mass Voring: After these plants were discovered by the crew of the Furry Explorer, a number of examples made their way to The Halls of Vore, a place where "willing" victims are fed to various creatures to the viewing pleasure of an audience. There, they are used in rare "mass-voring" shows where a dozen or more victims are ensnared by the creatures and eaten in one show.

CAVERN CREATURE

These massive creatures can be found only on the world of Karshuka IV. Beyond the mouths of their massive, cavern-like openings can be found the ultimate in perpetual orgies.

DESCRIPTION

Visitors to the pink and fleshy interior of a cavern creature find themselves in a large, winding passage which twists and turns, heading ever downward into the depths of the creature. From this main passage lead many side passages. Some open up into rooms, others a simple passages leading to dead ends or back out onto the main passage. Each of these rooms and side passages serve the function of one of the creature's internal organs.

What makes this creature truly extraordinary is that it incorporates living humanoid females with its own flesh in order to make the organs function properly. Exactly what function the female's body provides is often unknowable, but there are several areas where the function is more clear, such as the creature's brain where the bodies serve as components of portion of the brain which controls what the creature does to other females in its embrace. One thing all of these organs have in common is that those within their grasp are all treated to a perpetual orgy of intense sexual activity in every one of

their major orifices.

While the incorporation of living humanoid females within the creature's anatomy is odd enough, a product of the creature, now known as tentacle juice is even stranger. The creature pumps this fluid into females in its embrace to ensure that they are subdued by super-intense pleasure and an addictive desire for sex. At times, the fluid also serves to ensnare new "victims" as those who taste the stuff almost always gain an intense desire for sex with the first thing that can be seen, usually the creature itself.

THREAT LEVEL AND NEUTRALIZATION

These creatures are considered to pose no threat to anyone, as they have no means of actively capturing humanoid females. Only those who enter the creature are at risk of falling into the temptation of the intense, perpetual orgy within.

NOTES

The Initial Occupant Mystery: During explorations of the interior of the first discovered cavern creature, Anshi and the sciences team aboard the Furry Explorer discovered hundreds of Ambwassi and Ashiri women imprisoned within. No one has yet figured out where all of the cavern creature's occupants had come from. It is one of the enduring mysteries still being explored by Anshi and her team.

Shu'ra'sha's Worshipers: Recently, volunteers serving the priestesses of the ancient Ambwassi sex-goddess Shu'ra'sha have been traveling to the world to give themselves to the creatures in homage to their goddess. This in turn, has served to attract others to the world and many visitors find themselves unable to resist the cavern creature's embrace.

CHIT'N

Engineered by the Exkax to allow visitors to their world to survive in the hostile environment, these symbiotic suits are both horrid and useful at the same time. Most would consider them a curse. A few, though, consider them a positive boon.

DESCRIPTION

A chit'n initially appears to be little more than a grayish brown, spiky, organically produced suit of armor made of hard, chitinous material. The front of the suit parts open to allow entry and the "helmet", which appears as a horrid, eyeless head, bestial and giving impression of some scary deep-sea organism, hinges back from the neck. The interior of the suit is soft and fleshy. Some chit'ns have tails while others do not.

Squeezing into a chit'n is a difficult process as the suit is very tight and the opening along the front is somewhat awkward. A chit'n can expand or contract to conform to the shape of most Ashiri or Ambwassi, though suits with no tail cannot accommodate an Ambwassi. Once an individual has gotten themselves into a chit'n, the front seals completely as does the "helmet" to the rest of the suit.

After a few minutes within a chit'n, an individual begins to feel strange, tingly, fluid-like sensations all over her body as the chit'n melds with her. In minutes, she can feel as if she herself is covered in chitinous plates and she becomes dimly aware of her surroundings as her normal senses of sight and hearing are replaced by the ability to perceive heat and ultrasonic sounds. The only effect this has on the individual's mind is that she immediately knows how to communicate perfectly with Exkax

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using ultrasonic chirps and other noises. After ten minutes, the melding is complete and the chit'n and the individual within have become a single organism.

While most would consider joining with a chit'n to be something quite horrid, it does in fact have benefits. A chit'n can go without air, water or food for months without any adverse effects, making it possible to live in a total vacuum for extended periods. A chit'n can also survive enormous pressures and its rapidly regenerating armor can allow it to survive in extremely hostile environments. Due to this, some individuals consider a chit'n to be the perfect, total-last-resort means of survival in hostile environments.

THREAT LEVEL AND NEUTRALIZATION

A chit'n itself poses no threat to anyone or anything. An individual united with a chit'n becomes considerably more dangerous as the material which makes up the chit'n is incredibly resistant to most normal weapons and regenerates at a very rapid pace. Extremely high power armor-piercing weapons are the only weapons which have any chance of killing the creature without giving it a chance to regenerate its armor.

NOTES

The Exkax Agreement: Shetari Anwae and the crew of the Furry Explorer had their first encounter with chit'ns when they visited the world of Exkax to learn about the native creatures and their ability to live in a near-vacuum, high radiation environment. Initially unaware that the suits were transforming symbionts, Shetari, Anshi Alluwa, Masha Turi and Aeshu Suri were quite shocked when they literally became part of the creatures. Once returned to the ship by the lifegate, however, they all realized just how useful chit'ns could be, particularly in emergencies or environments where envirosuits wouldn't provide the needed level of protection. An agreement was negotiated through which a supply of chit'ns were guaranteed in exchange for the crew's encouraging of intelligent and skilled individuals to go to the world, join with chit'n and help Exkax society in its interactions with the rest of the universe.

COCOON CREATURE

Strange and caterpillar-like, these creatures are little known outside of their native world of Mi'kar. Fewer still know that each and every one used to be an Ambwassi or Ashiri female.

DESCRIPTION

A cocoon creature is a seven foot long, segmented off-white caterpillar-like creature. It has a dozen pairs of legs and sharp pincers on its very insectoid head. Large, pitch black eyes sparkle in the light while a large number of tendrils wiggle about from an orifice at the creature's tail end.

Cocoon creatures possess an intoxicating and paralyzing venom which they can spit to a range of 50 feet. Anyone stuck on exposed skin/fur will quickly enter into a state of drunken stupor before crumpling to the ground unable to move. Cocoon creatures use this venom to capture humanoid female "victims" which are then tied up with strong, silken strands exuded by twelve special openings under the creature's mouth. Restrained victims are then dragged into the creature's lair.

Once in a cocoon creature's lair, a victim will find themselves coming to just as the creature begins to press a strange, 5 inch globular pod, with three long writhing tails, into her vagina. The

cocoon creature will then slowly wrap the victim in a thick, tight though breathable cocoon. This process can take up to six hours. Once within a complete cocoon, a victim will transform, over the next two days, into a new cocoon creature. She will retain no sense of her former identity and will, once she emerges from the cocoon, act purely upon the instincts provided by the new form.

On worlds where cocoon creatures exist, there are often barbarian Ambwassi populations who consider the creatures to represent an aspect of alien bestiality and thus hold them in high regard. "Sacrifices" are common with willing individuals being given to a cocoon creature as part of a religious ritual. It is also customary for anyone breaking a community's strict code of conduct to be forced to become one of these creatures as a punishment.

THREAT LEVEL AND NEUTRALIZATION

Cocoon creatures pose a moderate threat to humanoid females wandering in their habitats. Due to their highly effective poison and transformative power, they have a threat rating of 5[10]. Neutralization is through normal procedures, though the barbarian Ambwassi living on worlds inhabited by the creatures consider it a terrible offense to so much as harm one.

NOTES

Punishment: While visiting the barbarian Ambwassi world of Mi'kar, Luri Senwa and Shi'wae Ri'arra inadvertently insulted a native priestess by making a less than glorifying comment about the worship of the Cocoon creatures as powerful nature spirits. Deeply insulted, the natives selected Shi'wae, after much debating and a vote, to suffer the traditional punishment: "sacrifice" to a cocoon creature. Unfortunately, Shi'wae did not have the protection of the lifegate.

DURAKONI-SAKTA

On the dark, foreboding world of Durakonix lies a horrid fate for any humanoid female so foolish to agree to become a mate for the native Durakoni aliens. Their bodies transformed, they spend the remainder of their slimy, mortal existence birthing Durakoni larvae at an extraordinary pace.

DESCRIPTION

With the head of an Ambwassi or Ashiri woman and a monstrous body, a durakoni-sakta is a disgusting creature to behold. The brown of a durakoni-sakta possesses the overall shape of a pregnant female. Her arms, however are each replaced by a pair of two fingered tentacles. Her legs are also replaced by a total of eight tentacles. Her belly is green with a tightly closed orifice on its lower front. Durakoni-sakta constantly exude a salty, sticky, clear goo from their forms which usually renders them incapable of using their tentacles to grasp objects or even drag themselves about.

The durakoni create durakoni-sakta using a salty, white fluid exuded from their own bodies. Any humanoid female unlucky enough to drink more than a few drops of this fluid will begin a slow, uncomfortable, week long transformation into a durakoni-sakta. The transformation only affects the individual's body and not her mind. Transformations usually take place in a tube of breathable, life-supporting fluid, though durakoni-sakta live in rooms coated with

A durakoni-sakta exists only to birth durakoni larva. Two larvae

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are birthed from the creature's belly orifice roughly once every three days. While those who have become durakoni-sakta do not consider their existence to be unpleasant, there are few who consider it to have any positive traits either.

THREAT LEVEL AND NEUTRALIZATION

Durakoni-sakta pose no real threat to anyone or anything. They have a threat rating of 0[0]. While neutralization can be conducted through normal means, it is considered unethical to kill one of these creatures as their mental attributes remain unchanged by the transformation which creates them.

MISSIONS AND INCIDENTS & PLACES

The Test: After the reconstruction of the Furry Explorer, Shetari Anwae decided that it would only be right for her to test the capabilities and powers of the alien lifegate device on herself. Traveling to the world of Durakonix she gave herself to the natives to be transformed into a disgusting breeding creature, with her "normal" upper body and a slime dripping, tentacled lower body. The transformation, triggered by the consuming of a large quantity of salty goo, was horribly uncomfortable and took nearly a week to complete. She then spent two weeks as the creature, birthing dozens of Durakoni larvae before she found herself suddenly falling through the portal of the lifegate, back aboard ship in her normal Ambwassi form. The success of this test assured Shetari and her crew that the lifegate operated as expected and the ship's real mission could begin.

EROTIC DEATH MOLD

Erotic death mold is a carnivorous subterranean mold which is capable of giving strange, erotic sensations to those who happen to find themselves in its acidic embrace. Few such victims realize they are being eaten alive until it is far too late to resist. These creatures originated on the world of Vegura but have since been spread to several other worlds by plant worshiping groups.

DESCRIPTION

An erotic death mold is normally found as a ten foot diameter, three foot thick heap of dull, olive colored mold. It is capable of moving slowly, though it has no real capacity to make attacks against potential victims. Its most usual method of acquiring food is to simply push against and around a target. The only time an individual is unlikely to be able to escape one of these molds is if they are totally cornered or they happen to fall into the mass and be instantly surrounded by the stuff and unable to move.

The property that makes this creature somewhat dangerous is that victims being eaten by it are rarely aware that they are being eaten until they begin to lose consciousness. The mold's digestive fluids contain a powerful chemical concoction which not only completely negates pain but also causes strange, erotic sensations to course through the victim's body. One other characteristic of erotic death mold is worthy of note. If a humanoid female should place a quantity of erotic death mold within her genitalia without having any other contact, the mold will completely grow to cover her body in a thick, soft layer. It will then slowly and uncomfortably transform her body from animal to vegetable, turning her into a semi-intelligent mold zombie

THREAT LEVEL AND NEUTRALIZATION

This creature is moderately dangerous and has a threat level of

4[0]. Any individual aware of the presence of the stuff can easily escape its attentions unless cornered. Neutralization is best conducted through the use of energy weapons and/or fire, both of which completely destroy the mold. Blast effect weapons are ineffective, as they only create large numbers of small molds by blowing a large one apart.

MISSIONS AND INCIDENTS & PLACES

Accidental Discovery: Erotic Death Mold was accidentally discovered by the Furry Explorer's ship's representative/business manager Illwae Shuma. While wandering on Vegura, she had taken shelter in a cool, dark cave to get some relief from the hot, mid day sun. Just within the entrance of the cave, Illwae discovered a small pool of cool water and stripped to bathe her feet. As she took a step back in the process of sitting at the pool's edge, a pressure at the back of her ankles caused her to fall into the soft mass of one of the molds and was slowly and enjoyably eaten, though saved from permanent death by the ship's lifegate.

Willing Transformation: Ever since the discovery by Furry Explorer crew members of the transformational properties of erotic death mold, small groups of plant worshipers have willingly transformed themselves into mold zombies to become truly one with the plants they love. These small groups exists as colonies which currently number more than a hundred.

Enhanced Transformational Mold: One of the products of experiments aboard the Furry Explorer, enhanced transformational mold constantly puts out spores. These spores will grow on any warm-blooded creature, covering them with a thick later of mold in less than two minutes and having the same effect as regular erotic death mold inserted into the genitalia. Released spores have a very short life span, so it is only dangerous to be within roughly 50 feet of such enhanced mold.

FUNGUS MAIDEN

Another of the wonders originating on the world of Vegura, these large fungi are the transformed bodies of individuals dumb, or brave, enough to insert large spores into their bodies. Despite their fungal form, many consider the creatures to be strangely sensual looking and this has ensured a sparse, though regular supply of those willing to increase the populations of these fungal creatures.

DESCRIPTION

A fungus maiden is a roughly eight foot tall mushroom shaped fungi. It is light purple in coloration with greenish brown lumps and blotches on the top of the five foot diameter domed cap. Underneath the cap, the stalk has a distinctly feminine shape to it and the who structure sits upon a broad base which holds it upright and mitigates the need for it to have any components within the ground. This is due to the fungi's usual cavern environment which almost always solid stone.

What makes a fungus maiden so different from other fungi is that it is in fact the end result of a transformation visited upon a humanoid female. Upon the approach of a humanoid female, a fungus maiden will drop between one and three of it's large, foot long spores. These spores have bulbous tips and long stalks which end in three trailing tendrils. A fungus maiden has no means of enticing a humanoid female to do anything with a spore outside of the curiosity produced by the strange, feminine shape of the fungi.

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Transformation into a fungus maiden is a fairly rapid process, described by those undergoing it as uncomfortable though in a strangely exotic way. It begins with the subjects skin transforming into a light purple fungal-like surface in ever spreading patches, hair and fur falling out in the process. The subjects legs then begin to meld and the beginnings of the cap start to form around her head. Once her legs have melded together, her arms meld with her torso and the base begins to fully form. Her face vanishes into the growing cap as the transformation completes. Her mind dulls to the point that she is not really aware of the restrictiveness of her new form, though she still retains her former sense of identity and knowledge. The full time taken by the transformation is roughly fifteen minutes and once it is started, it cannot be stopped without killing the subject.

THREAT LEVEL AND NEUTRALIZATION

Fungus maidens pose no real threat to anyone or anything. It is considered unethical to destroy these creatures, as they not only still possess some of their former, humanoid identities but are also capable of feeling pain.

MISSIONS AND INCIDENTS & PLACES

The Fungus Priest: Shetari and Emwi encounter a strange male ly'n in the depths of a subterranean fungus garden. *

Fungal Exotica: Shortly after the discovery of the fungus maidens by the crew of the Furry Explorer, a large number of fungus maiden spores found their way into the less well known parts of the thriving erotica/exotica market. Before long it became a mark of power and wealth to have a fungus maiden or two in a private fungus garden on one's property. Most of these fungus maidens were willing plant worshipers and fungus lovers but in some less savory places those who had become were quite a bit less than willing. Due to this, on some worlds the sale or even possession of these spores is regulated or completely prohibited.

The Grand Fungus Garden of Midurra: This is a famous, fungus maiden related attraction. See the Grand Fungus Garden entry for further details.

* Tales of the Purrfect Explorers: The Fungus Priest (FE-TotPE: S-1-003)

GELATIN THING

Looking for all the world like an animate pile of chopped up, red, flavored gelatin, a gelatin thing is an extremely dangerous subterranean predator. Those who see, and smell, a gelatin thing rarely live to tell the tale.

DESCRIPTION

A gelatin thing appears as a twelve foot diameter, five foot tall heap of red colored gelatin all broken into chunks. The mass seems to constantly giggle, causing any light shined upon it to be reflected in hundreds of rays of constantly moving, flicking light. A strange, sweet, fruity smell invariably lingers around the creature.

The enticing scent of a gelatin thing is actually produced by an invisible cloud of airborne poison. Anyone who can smell the scent is almost sure to face the effects of the poison. Poisoned individuals find themselves going nearly limp and crumpling to floor, unable to move their limbs save in a very slow, weak

fashion. The effects of the poison do not subside until an hour after a victim has been removed from the poisoned air.

Victims left limp will soon find the gelatin thing sliding up to them. It slowly draws them into its mass where they are subjected to the creature's powerful digestive acids. The acids are sufficiently powerful to clean the flesh from the feet of a victim before her hips have slid within the creature. Victims are subjected to the horrid sensations of having various parts of their bodies dissolve as they lay limp and helpless to stop the creature. Victims usually don't last more than a few minutes. Once their bones have been cleaned, usually taking no more than five minutes total, they are exuded in a heap and the creature moves on. A gelatin thing can consume up to three victims at once.

THREAT LEVEL AND NEUTRALIZATION

Gelatin things are extremely dangerous, particularly due to their airborne poison. They have a threat rating of 7[1]. Neutralization can only be effected through the use of energy weapons which vaporize bits of the creature's mass as projectile weapons seem to have no appreciable effect.

MISSIONS AND INCIDENTS & PLACES

Tricked: An alien creature gives Shetari and Anshi information indicating that a strange and erotic creature can be found in a certain cavern on the world of In'das'tur. Exploring the cavern, they are cornered by a gelatin thing and forced to endure the horrific experience of being eaten by the creature. Unknown to them, the alien has the entire event video recorded and later makes a small fortune selling the recordings.

GLUTHARO

Hailing from some unknown world deep in uncharted space, the Glutharo are dim-witted creatures who seem to enjoy nothing more than the feel of an intelligent creature struggling to escape from their huge stomachs. Even more disturbing is their particular taste for Ashiri and Ambwassi victims.

DESCRIPTION

When standing and moving, a glutharo appears to be a giant, dark brown globe suspended on eleven light brown legs. Two arm-like appendages extend from one side, though no eyes are apparent. When feeding, however, a glutharo uses its "arms" as legs along with three or four of its "normal legs". This reveals the underside of the creature which is mostly a big, tight, drooling pink orifice. Blue, alien eyes peer out from the round the mouth, one positioned where each leg joins the body.

Unless its stomach is already well occupied, a glutharo will invariably attempt to ensnare Ambwassi or Ashiri with two sticky tendrils which shoot out from its orifice, usually towards a victim's legs. Ensnared victims soon find themselves being pulled through the orifice and into a confined, gooey interior space inside the creature's bulbous body. This space can hold up to four average sized humanoid victims.

Individuals trapped within a glutharo's body will find themselves supplied with breathable air and a good coating of mild digestive fluids which usually don't begin to cause any discomfort for about three or four hours. Digestion within a glutharo is horribly slow, victims usually perishing from pain and shock long before the acids do sufficient injury to cause death.

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THREAT LEVEL AND NEUTRALIZATION

Glutharo are surprisingly quick on their feet and will often give victims chase. They are quite dangerous to anyone unarmed and they have a threat level of 5[0]. Neutralization is achieved through normal means and it is usually possible to rescue victims trapped within a glutharo's body long before any permanent injury occurs.

MISSIONS AND INCIDENTS & PLACES

Alien Porn Studio: The Si'ress have long been known for producing a wide variety of pornography for audiences all over known space. Capitalizing on the popularity of The Halls of Vore, the Si'ress have begun producing vore porn videos and one of the creatures which is commonly used is the glutharo. The concept of Ambwassi and Ashiri women having passionate sexual encounters while being slowly digested in the belly of an alien monstrosity is something the Si'ress find extremely fascinating.

LUMUAS CREATURE

Few alien creatures value the minds and intelligence of humanoid females so highly as a lumuas creature. Unfortunately, the methods the creature uses to appreciate them are far less than pleasant.

DESCRIPTION

A lumuas creature consists of several parts: a central pod, interconnected tendrils and brain pods. The central pod is a large, bed-like mass, hollowed out in the middle and lined with tentacles of varying length. At the head of the pod is a mass which contains a gaping, gummy maw, a single large eye and a huge, pink, brain-like backing. From the central pod run a multitude of tendrils which invariably cover most surfaces in the room in which the lumuas creature is located. Hanging from these tendrils are pods which contain the brains of the creature's past victims, visible through clear membranes. Each of these brain pods also has its own eye.

A lumuas creature is highly intelligent and it will use various ploys to draw humanoid victims, usually females, to its lair. Once it has a victim in its presence, it will attempt to grab her and drag her onto its main pod. An ensnared victim will soon find her head pulled into the creature's maw. As she struggles, her head is clamped into a fixed position and her brain is extracted, alive, and sent through the creature's tendrils into a newly formed brain-pod. The creature then places a brain-like controlling mass into and over the head of the victim's body.

A victim of a lumuas creature is effectively trapped in a disembodied brain. She can see through the eye in her brain pod and she is forced to control her former body through a telepathic link to the mass which covers her former head. The lumuas creature then uses her thoughts, memories and experiences as a surrogate for actual interaction with the outside world.

The bodies of victims ensnared by a lumuas creature are at first used to help ensnare further victims. They are then discarded or, in a 1 in a 1000 event, they are sent to a new lair and slowly transform into new lumuas creatures.

THREAT LEVEL AND NEUTRALIZATION

Lumuas creatures are very dangerous and have a threat level of 6[0], primarily due to their ability to use their victim's bodies to aid in obtaining new victims in even the most civilized

environments. Neutralization can be obtained through conventional means, though it is considered unethical in many societies as it involved the destruction of multiple beings.

MISSIONS AND INCIDENTS & PLACES

The Empress Incident: While vacationing on the resort world of Si'arr, the Ambwassi Empress of Shuna was ensnared by a lumuas creature lairing in an abandoned temple. Called in to attempt to do something, the crew of the Furry Explorer was unable to aid the distraught imperial family.

MISTRESS OF XENOKAR

Slaves to the will of the alien god, these formerly Ashiri and Ambwassi women serve no other purpose than to exist and humor the god's inscrutable desires.

DESCRIPTION

A mistress of Xenokar is a greenish humanoid creature covered with chitinous plates of hard material. Her joints, hands and feet are made up of a reddish, rubbery, flexible material. White spikes can be found on her back, knees and the tip of her long, prehensile tail. Her head is connected to her torso with a long flexible neck. The head itself is formed into three foreword facing spikes, the longest extending from the top. Between the spikes is a recess in which appears to be a gummy, pink maw.

Mistresses of Xenokar never attack unless first attacked. They reside in one of Xenokar's many temples and never leave. Indeed, they do little other than stand about in the temple's darkest back chambers. It is believed that they exist in a state of trance, caught in the alien sensations of their form.

A humanoid female is transformed into a mistress of Xenokar by copulating with the phallus of a statue of the alien god. Once she has finished and removed herself from the statue, the transformation begins. The change into a mistress of Xenokar takes only 10 minutes.

THREAT LEVEL AND NEUTRALIZATION

A mistress of Xenokar is only a threat if attacked. Due to her physical strength and natural armor, her threat rating is 3[1]. Neutralization can only be armor piercing weapons.

MISSIONS AND INCIDENTS & PLACES

The Swamp Shrine: While exploring in swamps of Eregorn III, in the area around where the Furry Explorer has been discovered years earlier, two of the Furry Explorer's crew members come upon a shrine of the alien god Xenokar. On a whim, they both spend time "riding" the phallus of the statue and are soon transformed into mistress' of Xenokar. When returned to the Furry Explorer they are unable to remember anything which happened to them after their transformation was completed, something that had never happened before and which no one has been able to explain.

PETRIFACTOR

The only warning most have of the presence of these truly horrific creatures is the lifelike statues which can be found all about their subterranean lairs.

DESCRIPTION

In the deep wilderness of the world of In'sharru, around a dark, foreboding mountain range, wander the creatures known as

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petrifactors. Those who have seen them and survived to tell the tale describe them as four legged creatures with massive, insectoid legs and tiny central bodies who's only feature is a cone-like protrusion at the front. The creature's entire body looks almost as if it has been carved from solid granite.

A petrifactor attacks any mammalian victim within fifty feet using a cone of energy projected from the cone-like protrusion on it's body. Any mammal within fifteen degrees to either side of the creature's protrusion and within roughly forty feet is instantly transformed into a statue of solid granite. This beam of energy can penetrate any suit of armor which is not completely air tight and thus makes this creature particularly dangerous.

The life force of a petrifactor's victims is trapped within the statue, having no contact with the physical world. Such poor souls invariably go insane after several weeks. It is speculated that a petrifactor gains nourishment by basking in the aura of the essences trapped within it's statues. This view is supported by the fact that petrifactors seem to prefer to remain near concentrations of such statues and they seem to prefer the close proximity of more powerful, intelligent life forces to those of animals.

If a petrifactor is killed, it's body becomes solid granite. Petrified petrifactors sell for a premium in the right markets. A petrified petrifactor sold along with some attractive humanoid victims can fetch a small fortune.

THREAT LEVEL AND NEUTRALIZATION

A petrifactor is a serious threat to any expedition and has a threat level of 6[5]. These creatures should never be approached by anyone not suited in environmentally sealed combat armor or an environmentally sealed vehicle. Concussion weapons can be used to stun the creature, but only weapons which cause vaporization can do any real damage to it.

MISSIONS AND INCIDENTS & PLACES

A Big Bag: Shetari takes on a commission to obtain a petrified petrifactor and at least four statues of attractive victims. The crew encounters much difficulty and more than twelve crew members get to experience some time as statues before the creature is finally taken. Finding attractive victims proves more difficult, but eventually the crew discovers a former barbarian village taken over as a lair by one of the creatures. The final bag of two petrifactors and forty-three statues brings in more than ten million credits.

PLEASURE SLIME

One of the most intriguing things to have been created by the sciences team aboard the Furry Explorer is this strange mass of bright green slime. This creature exists for one purpose and one purpose only: to give pleasure.

DESCRIPTION

A pleasure slime is a roughly sixteen foot diameter, five foot thick mass of bright green slime. The surface of the creature is shiny, cool and wet feeling and it constantly oozes and shifts in mesmerizing undulations.

What makes this creature so unique is it's reaction to the presence of a humanoid female near it. Should a humanoid female come within ten feet of a pleasure slime, the creature

will extend a pseudopod in an effort to grab the female and draw her into it's mass. It is not terribly quick and anyone wishing to avoid the creature can easily do so. Avoidance, however, is usually not the intention of the female.

Any female humanoid drawn within a pleasure slime will discover herself surrounded by cool, wet, continually undulating slime. Surprisingly she will discover that the slime provides her with air to breathe. After a few minutes, the slime will begin to press into her bodily openings, ass, pussy and mouth and begin to pump and manipulate her entire body, inside and out. This intense, erotic stimulation is guaranteed to produce intense orgasm after intense orgasm. It is this release of sexual energy which feeds and nourishes the creature.

A female will only be released from the embrace of this creature when she is nearing the point of total exhaustion. Once released, the creature will not attempt to ensnare that particular female again until at least twenty-four hours have passed.

Pleasure slimes are created through a strange ritual dedicated to both the slime goddess and the pleasure goddess. Four women, one a priestess of the slime goddess and the other three acolytes of the pleasure goddess, are chained to a pillar within a slime temple or shrine. An animate, bright green goo is somehow summoned by the slime priestess and it grows from the bottom of the pillar into a large mass. As it grows it covers the four women who's bodies are pleasurably absorbed by the creature. Their souls combine, with the slime priestess being dominant, and they become one with the creature.

THREAT LEVEL AND NEUTRALIZATION

A pleasure slime does not pose any actual threat though a wayward example of this creature can cause serious inconvenience. If it is necessary, these creatures can be destroyed using fire. Freezing only causes the creature to go into hibernation and anything which might split the creature into multiple parts only serves to create more of the creatures. Due to the potential hazards which might be caused if a female was drawn into this creature at a dangerous time the threat rating is 1[0].

MISSIONS AND INCIDENTS & PLACES

The One And Only: Currently there is only one pleasure slime in existence. It occupies a special room on the topmost deck of the Furry Explorer. There, it is kept in place by a special force-field system and used by members of the all-female crew for intense sexual recreation.

SHANDU GELSUIT

By law, on the world of Shandu, no adult humanoid female can go without being encased in one of these shimmering, transparent suits of colored slime. The symbiotic creatures serve both as their clothing and, for the Shandu themselves, as the ultimate personal religious symbol.

DESCRIPTION

A Shandu gelsuit appears as be a single piece bodysuit made of clear, colored gel-like material. The only openings in the suit are for the face and the back of the head (ears and hair). The usual colors are pastel pink, green, blue or lavender or a more jewel-like red, green, blue or yellow. The exterior of the suit is smooth and solid, though the interior seems wet and slimy.

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An individual entering a Shandu gelsuit must do so through the opening for the back of the head. The suit readily stretches to accommodate the entrance of an individual and will even form a tail should the individual entering the suit be Ambwassi. Despite the seemingly awkward method of entering the suit it is quite an easy and quick process which usually takes no more than a minute.

Once an individual is within a Shandu Gelsuit, she will find it sealing around her face and head. The interior becomes more fluid and slime-like and quickly enters her accessible body openings in considerable quantity, producing very erotic and pleasurable sexual stimulation. After a few minutes, the suit becomes permanently anchored within its host's body, consuming all bodily wastes as nourishment from within the host.

Individuals hosting a Shandu Gelsuit can still mate and become pregnant as the suit does not interfere with those processes. Indeed, it has little effect on the host whatsoever.

The gelsuit itself has two means of reproducing. If two women hosting gelsuits cuddle or otherwise hold their bodies together for more than ten minutes, their suits will meld and begin to manipulate the genitalia of the women. Several orgasms later, the suits part. Both of the women become impregnated by this process and will birth new gelsuits after several months. The other means of reproduction is effected by a gelsuit host placing her hand within the vagina of a non-host individual. After several minutes, part of the gelsuit separates and begins to grow, quickly covering the non-host in a new gelsuit. This takes about five minutes.

THREAT LEVEL AND NEUTRALIZATION

Shandu gelsuits do not pose a threat to anyone or anything. They can be destroyed through normal means though there is really never any reason to do so.

MISSIONS AND INCIDENTS & PLACES

The Law: On the world of Shandu, no humanoid female is permitted to not host a Shandu gelsuit, such is their reverence to Shandess, the slime-goddess. This extends to visitors as well and many unknowing women have found themselves forced to participate in this show of loyalty to Shandess. This only applies to women who set foot on Shandu soil, so if a visitor remains in a landed starship she will not have to become host to a gelsuit. For those who are required to adhere to the law, however, refusal is not an option and the Shandu will use force to enforce the law.

SHRIV SLAVE

Bony and emaciated, these creatures serve as personal slaves to the Von'kir. To those viewing these shriveled creatures it is all too obvious that each and every one was once Ashiri or Ambwassi, making them both pitiful to look at and yet also horrific.

DESCRIPTION

A shriv slave appears as a bony, shriveled humanoid with dull, light gray skin. Brown splotches run over their backs and hairless heads. Their bony faces seem to be forever stuck in a pleading, helpless expression, emphasized by their dark, sunken eyes. Their facial features separate the former Ashiri from the former Ambwassi.

Shriv slaves are created by a technological means, a portal of energy through which an individual must walk, her body transforming as it passes through. "Privileged" slaves might get the chance to "play" with the portal, allowed to pass parts of her body through a small bit at a time so that she can see, and feel the effects. This is done mainly for the viewing pleasure of the Von'kir.

Shriv slaves spend the remainder of their twenty to thirty year lives performing menial tasks for their masters. They are too weak to perform any sort of hard labor and too mentally subdued to perform any but the most simple tasks.

THREAT LEVEL AND NEUTRALIZATION

Shriv slaves pose little threat as they are not, by nature, prone to any sort of violence. At most they can be considered to have a threat level of 1[0]. Neutralization, if required, is conducted through conventional means. It should be noted that shriv slaves have absolutely no resistance to the stun setting on blaster weapons.

MISSIONS AND INCIDENTS & PLACES

The Demonstration: Two crew members of the Furry Explorer (Kanuri Isha, a xenobiology specialist, and Enaia Kirru, a sciences assistant) visited a privately owned Von'kir shriveling portal on the work of Syn'daka and observed the use of the portal on a hapless lep'rdeess captive. Both were then coerced into trying the portal themselves, an experience that both later described as being strange and erotic... until the transformation was complete at least.

TENTACLE BULB

Strange creatures hailing from the world of Gy'rak'sha, tentacle bulbs have become quite a tourist attraction there due to their seemingly insatiable desire to stick their tentacles into all sorts of warm, tight places.

DESCRIPTION

A tentacle bulb looks almost like some odd form of coral or similar sea life. Its hard, shell-like form consists of a main stalk topped with a blue fluid filled bulb mounted on the center of a base. Around the main stalk are eight smaller stalks which each have dark holes at their tips.

Any individual who happens to come within ten feet of a tentacle bulb will find herself being assailed by four tentacles which lash out from within the creature's smaller stalks. One will grab the victim and drag her to the ground while the other three will probe from openings into which they can insert themselves. These creatures seem to have considerable talent in the art of circumventing normal clothing, so a victim can be assured that an encounter with one of these creatures will result in penetration of all of her major bodily openings.

Ensnared victims are treated to the pumping of large globs of sticky, sweet blue fluid into their bodies. This fluid produces no harmful effects in a humanoid female. Victims of a tentacle bulb are released after about fifteen to twenty minutes.

When the blue fluid is mixed with the fluids from another tentacle bulb it congeals into a hard mass which will eventually grow into a new creature. It is unknown why tentacle bulbs insist on inserting their fluids into living creatures, though it is speculated that it may enhance the chances of successful reproduction if the same victim is assailed by a second tentacle

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bulb before the fluid becomes totally inert after about twelve hours. In the odd event of a victim being assailed again within the twelve hour period, she will discover herself ejecting two of the hardened globs of the blue fluid from her body, one from her ass and one from her pussy, about a half hour after the second encounter.

THREAT LEVEL AND NEUTRALIZATION

These creatures can be considered, at worst, an inconvenience. They possess a threat level of 1[0]. Neutralization is through normal means, but should really never be necessary.

MISSIONS AND INCIDENTS & PLACES

Tentacle Attraction: On the world of Gy'rak'sha, female tourists are encouraged to try out a tentacle bulb for themselves. These creatures have become so prolific there that they are available at almost any hotel or resort. It is considered something of a mark of appreciation towards these extremely enjoyable creatures for those making use of their talents to help them reproduce. Most visitors will find themselves responsible for at least two new tentacle bulbs. This constant population growth has resulted in plans to export the creatures in very large numbers to help the small but growing industry of alien erotica.

TENTACLE THING

Deep under the surface of the world of Bi'ru'dar hide strange, tentacled creatures who seem to get much enjoyment from the bodies of female humanoid visitors. Mysterious and not at all understood, these creatures are one of the few which provide a pleasurable alien experience without doing permanent harm to their "victims".

DESCRIPTION

Looking for all the world like a five foot diameter, thick green egg in a fry pan, a tentacle thing normally has few visible features on their relatively uninteresting form. The only really notable feature is a folded orifice on the top of the creature.

Should a humanoid female pass by one of these creatures while not wearing anything covering her pussy and tailhole, she will discover that the orifice contains a long, powerful tentacle which branches into two parts, one tipped with a pair of thick, goo dripping "fingers". The single element will quickly wrap around the victim, lifting her into the air. Moments later, the two fingers will find their way into her pussy and ass where they will thrust deep and wiggle and pump in a wild frenzy, all the while squirting a thick clear goo into her body. The goo is totally benign and simply acts as a lubricant.

A victim caught in a tentacle thing's frenzied sexual assault will only be released after roughly a half hour at which point the creature enters a dormant state and will not attempt to snare another victim for six hours. While victims are easily able to escape a single tentacle thing after an encounter, these creatures usually come in colonies of a dozen or more. In effect, the victim will find herself passed from one creature to another until she dies from exhaustion or starvation.

It is theorized that these creatures gain some form of nourishment from sex energy, though since humanoid females do not normally exist in the tentacle things natural environment this seems somewhat unlikely.

THREAT LEVEL AND NEUTRALIZATION

Singly these creatures have a threat rating of 1[0] and are not particularly dangerous as they don't do any permanent harm. In clusters, however, the threat rating increases to 4[0]. Neutralization can be attained through conventional means, though it should really never be necessary to neutralize these creatures. A victim can be extracted from a cluster simply by stunning the group with a low-energy pulse weapon.

MISSIONS AND INCIDENTS & PLACES

The Orgy: Soon after the discovery of the tentacle things by the crew of the Furry Explorer and their establishment as not being physically dangerous, a large group of sex-starved crew members descended to have a mass-encounter with several clusters of these creatures. The end result was an orgy with each of the twenty-eight women getting the attentions of three or four of the creatures. An astute soul aboard ship decided to video the whole thing and her videos prompted the creation of a small resort colony on the world oriented around sexual encounters with the tentacle things.

U'GARRA SERPENT

Terror of the natives of the barbarian Ambwassi tribes of In'sharru, the U'garra serpent sates it's insatiable hunger with the flesh of the unwary.

DESCRIPTION

The U'garra serpent is a huge, twenty to twenty-six foot long, foot wide snake. The scales of it's back are silvery green with a diamond pattern of intense blues and purples.

An U'garra serpent can usually be found hiding in the underbrush or on tree branches between eight and twelve feet off of the ground. It first attacks by exhaling a cloud of gas which can cause any individual within about twenty feet to become woozy and collapse, their strength temporarily sapped away. This effect lasts between forty minutes to an hour, plenty long enough for the serpent to get a victim into it's belly and escape.

U'garra serpents seem to prefer to swallow victims head first. From the time that the serpent unhinges it's jaw, it takes the creature only fifteen minutes to draw it's victim into it's stomach. The interior of the creature is very tight, but not suffocatingly so. Victims within find themselves able to breathe with some difficulty, as the serpent constantly gulps down air to aid in the formation of it's digestive juices. The digestive juices are rather weak and a normal sized humanoid victim will take up to two days to perish and up to two weeks to fully digest.

U'garra serpents are quite mobile even with a full belly, though they are relatively easy to catch, once full, as they leave a rather obvious trail. Freeing a victim trapped within, however, is a difficult process as the injury or death of a serpent will cause it's muscles to tightly contract, crushing the ribcage of the victim inside almost instantly. Only under very controlled circumstances, with force fields holding the creature's body open enough for the victim to breathe, can a victim be extracted safely.

The meat of an U'garra serpent is extremely good and the ly'n barbarians frequently hunt the creatures far from their normal territories. Unfortunately, the barbarians, with their primitive weapons, often fall prey to the serpents they hunt.

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THREAT LEVEL AND NEUTRALIZATION

U'garra serpents are very dangerous in their native environment and have a threat level of 6[10]. Neutralization is through normal means, though approaching the creature without an independent breathing apparatus can be extremely dangerous. It is recommended to kill an u'garra serpent at a safe distance of one hundred feet or more.

MISSIONS AND INCIDENTS & PLACES

The Hunt: While visiting the world of In'sharru, four crew members hear of the delectable taste of u'garra serpent meat and they go out on a hunt. Unfortunately for their goal, they didn't hear about the dangers of the creature's exhalations and they made easy prey for a group of the creatures. Fortunately for them, they were linked up to the lifegate.

VORE WORM

Partially artificially engineered for the viewing pleasure of anyone happening to watch this creature consume its victims, a vore worm is a truly frightening creature. Victims caught within its entrails rarely last more than a few minutes as the creature is renowned for the horrific power of its digestive juices.

DESCRIPTION

A vore worm is a tentacles, worm-like creature roughly ten feet in length. Its head is a dull, yellowish green and it tipped with a large, drooling pink sphincter-like orifice. Four tentacles extend from the head, each ending in a three fingered grabber. Two black eyes hover above the head, held aloft by long stalks. The rest of the body of the creature is oddly transparent, the only color provided by the narrow pink tube of the creature's digestive system.

The vore worm obtains its victims by grabbing them with two or more of its tentacle grabbers. It is a relatively slow moving creature, though its tentacles are lightning fast. Anyone caught will find themselves restrained and rapidly raised up and pressed into the creature's slimy, sphincter-like maw, usually feet first. Moments later, the victim's feet can be seen stretching out the creature's digestive tube as she is pressed ever-further into the creature. Less than a minute after she had first been grabbed by the creature, she will be completely within, her struggling form visible, tightly encased in the vore worm's digestive tube, for all to see.

For a short time a vore worm's victim will feel nothing as she lays trapped in the tight, slimy confines of the creature's digestive system. There is usually enough air trapped within for her to breathe for the short time that she will be alive. Then, the creature begins to produce intense acids. A victim will not survive for more than a few seconds after the first burning sensations begin, as she will be almost certainly unable to prevent inhaling the powerful digestive juices. Several minutes later, all that will be left of her will be a small blob of brown goo, exuded by the vore worm as wastes.

THREAT LEVEL AND NEUTRALIZATION

These creatures are highly dangerous and have a threat level of 6[0]. It is recommended that any encountered in an open environment be neutralized as quickly as is possible. In closed environments, such as zoos, extra safety precautions must be taken to ensure against escape. Neutralization can be attained by any conventional means, though rapid firing pulse blaster

weapons are preferred as the creature can absorb considerable ballistic damage before being immobilized.

MISSIONS AND INCIDENTS & PLACES

The Horrors of Shur'deska III: On the world of Shur'deska III, a since extinct civilization was responsible for the engineering of the current vore worm. Intended as guard creatures they now run rampant, attacking any humanoid creature foolish enough to try to explore the world. Discovered by the crew of the Furry Explorer, several of whom became the first Ambwassi to experience the power of the creature's digestive acids, they soon made their way into exotic zoos and collections as well as into some less than savory places.

The Halls of Vore: The vore worm is one of the most popular creatures in the voraphile's favorite showplace: The Halls of Vore. While regular feedings are popular, even more popular are shows where a victim is selected by the audience from among Ambwassi and Ashiri audience members.*

WORLDSLIME

Completely covering the world of Es'dorra, the worldslime is a voracious purple blob which gains nourishment from sunlight and whatever happens to get close enough for it to grab. It is arguably the largest living creature in known space.

DESCRIPTION

The worldslime is nothing more than a truly gargantuan mass of wet, purple slime. It covers the entire world of Es'dorra in a layer nearly seven miles deep.

While the worldslime appears to only require sunlight for nourishment it will not hesitate to attempt to make a snack of anything which might wander close to its surface. The creature can form massive pseudopod with frightening speed. Extending up to fifteen miles, such a pseudopod will attempt to grab any moving object within range.

The slime itself is quite acidic. Any living being coming in contact with the creature will be quickly drawn in and will be fully digested by the creature in mere minutes. Non-living matter will be broken down more slowly and the creature is more than capable of drawing fleets of starships into its mass.

Samples of this slime, isolated for experiment, behave in a somewhat different fashion. If a living creature is touched by the stuff, it will adhere to and spread over her body. It then quickly converts the victim to slime and her mind becomes the mind of a new, fully active worldslime. It will then feed in the fashion of the original, growing slowly while exposed to sunlight and faster whenever it consumes living matter.

THREAT LEVEL AND NEUTRALIZATION

The original worldslime is extremely dangerous though absurdly easy to avoid. To anything within grabbing range of the creature, the threat level is 10[10]. Neutralization of the original worldslime is theoretically possible though not recommended as any attempt to destroy so large a target is liable to send trillions of globules of the stuff careening off into space, much to the detriment of any world the stuff might wind up on. Smaller examples of the creature are best dealt with by intense flame.

MISSIONS AND INCIDENTS & PLACES

The Worldslime: During the Furry Explorer's first "real"

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mission, Emwi Amara dove into the mass of the creature and soon found herself being rapidly and very painfully digested. The ship itself narrowly escaped being grabbed by a massive pseudopod. Most of the crew, at the time, considered this incident to be a very bad omen.

Experimentation: After the discovery of the worldslime, Anshi Alluwa, the Furry Explorer's Chief Science Officer, contrived a method to obtain samples of the slime. She then set about to experiment with the stuff, in particular the effects of various methods of applying the stuff to lifegate protected volunteers. All of the experiments ended up with new worldslimes which vanished when the subjects were returned to normal via the lifegate.

WORM OF SE'DURRA

Underneath a wrecked temple on the world of Se'durra lie the worms. Disgusting, goo-covered and not at all pleasant looking, these worms nonetheless provide a strangely enticing, though very permanent, alien experience.

DESCRIPTION

A worm of Se'durra has two forms: an immature form and a mature form. Both share similar color patterns with blue-gray "heads" and green bodies which are covered in gray splotches.

Immature worms are immobile creatures. They are little more than foot and a half thick, seven foot long fleshy tubes tipped with pink, sphincter-like orifices which constantly drool a clear, sweet smelling goo.

Mature worms are segmented creatures which have two small legs at their head ends. Their heads appear to be shrunken, hardened humanoid heads.

An immature worm of Se'durra cannot become a mature worm unless a humanoid individual voluntarily slides themselves into the immature worm's orifice. The worm cannot pull an individual into itself until that individual is in up to their chest with their arms inside the creature. Once that condition is met, she is pulled fully into the creature with a few quick pulls.

An individual within an immature worm can breathe through a protrusion found inside the creature's slimy belly. After a time, which varies widely, the individual begins to literally combine with the creature as the two transform, together, into a mature worm of Se'durra. This transformation takes up to several hours to complete. Once completed, the mental abilities of the individual fade and she becomes totally one with the worm.

No one knows where immature worms come from and no one knows where mature worms go. In the temple on Se'durra, there always seem to be two dozen or so immature worms and a roughly equal amount of mature worms. As no one has ever seen a new immature worm come into being or seen a mature worm leave the temple the matter remains a mystery.

THREAT LEVEL AND NEUTRALIZATION

Worms of Se'durra pose no threat whatsoever to anyone or anything. It is considered unethical to destroy these creatures, as they not only still possess some of their former, humanoid identities but are also capable of feeling pain.

MISSIONS AND INCIDENTS & PLACES

Worms of Se'durra: Lady Mi'sharra, a "paying crew member"

aboard the Furry Explorer had her first alien experience on Se'durra.*

* Tales of the Purrfect Explorers: Worms of Se'durra (FE-TotPE: S-1-001)

ZUKA

Woman made into pure pleasure is the best way to think of a zuka. These little blobs of crystalline slime were, indeed, all once humanoid females. Transformed and compressed, they now exist in a state of constant ecstasy, forever trapped in the sensations of intense sexual stimulation and orgasm.

DESCRIPTION

A zuka is a foot diameter glob of transparent, usually colored, slime. It is capable of oozing about and can move along a surface in a slow, haphazard fashion.

Zuka were all once humanoid females who were transformed into the creatures by a zuka transformation device (see Section 1: Alien Technology above). They come in a wide variety of colors which are based upon several factors including physical strength, health, attractiveness, intelligence, learned skill and social standing. The colors come in several series. Ranked from lowest to highest they are: Clear, Yellow, Orange, Red, Purple, Blue and Green. A very rare variant is the Rainbow series. The series is determined by the social rank (compared to the Zarata social system) and intelligence/skill level of the female transformed.

ZUKA COLORS

Clear:	Very low social rank/unintelligent/unskilled
Yellow:	Low social rank/average intelligence/unskilled
Orange:	Low social rank/intelligent/low skill level
Red:	Average social rank/intelligent/average skill level
Purple:	Average social rank/extremely intelligent/high skill level
Blue:	High social rank/intelligent/average skill level
Green:	Royal social rank/intelligent/average skill level
Rainbow:	1 in 1,000 transformations result in rainbow zuka. This is a random occurrence and not well understood.

In addition to the base color series there are four variants in each of the series: light, medium, deep and glowing (or medium gray, light gray, clear and glowing clear for the clear series), the designations referring to the intensity of the zuka's color. This is an effect of the physical attributes of the female transformed, with the stronger, healthier and more attractive being higher on the scale.

In addition to varying color, zuka have varying abilities, most all of which are oriented toward the pleasure and enjoyment of humanoid females. These abilities include, but are not limited to: erotic dream inducing, massaging, milking and sexual stimulation. All abilities come in numerous variants. Clear zuka have one ability, yellow have two, etc. Green zuka thus have seven special abilities. Rainbow zuka are created with seven special abilities but can "learn" more by coming into physical contact with a zuka possessing an ability which the rainbow zuka does not yet have.

Zuka do not seem to need any physical nourishment. It is theorized that they exist in a constant cycle of creating and then feeding upon sexual energy, though why they don't seem to lose energy over long periods of time without external stimulation is a total mystery.

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Due to their abilities, zuka are often used by humanoid females for sexual play and recreation. Access to zuka is often geared, however, to tempting females into having themselves transformed. The Zarata, who's scientists created the zuka, use zuka as pets.

THREAT LEVEL AND NEUTRALIZATION

Outside of temptation, the zuka present no threat whatsoever to anyone or anything. While a zuka can be destroyed through conventional means, it is considered to be deliberate murder by all known civilizations who know of the creatures.

MISSIONS AND INCIDENTS & PLACES

Zuka Imperial Pets: During the Furry Explorer's first encounter with the Zarata, Shetari and Luri are transformed into zuka to "sample" the experience. After a series of related events, the Emperor of Zembax gifts Shetari with a compact zuka transformation system to be installed aboard the Furry Explorer.

The Imperial Zuka Resort: Unhappy with the rate at which the Zarata had been acquiring zuka, the Emperor of Zembax had a special resort created to cater to those who wanted to know about zuka but didn't want to have themselves transformed. It is a place where visitors can experience play with zuka and learn about the creatures. It is also designed to provide the maximum possible level of temptation. Few visitors leave in anything other than a zuka storage globe.

THE END
(For Now)