Welcome, prospective Thunder Science test subject.

…

Ah, I see you are unaware of the current situation. Have no fear, I shall guide you.

As you are most likely still growing used to being awake, dear subject, let me describe the current situation; due to the unearthing of a 100% mortality-rate highly contagious disease in Antarctica, the world was thrown into chaos in the midst of their scrambling to find a cure for the horrific disease through the enlistment of the world's greatest scientists and bioengineers. All attempts failed however, as this soon to be named “Pale Virus” exploited fundamental flaws in the human genome. By its very nature, it was only harmless to animals.

It became readily apparent that the only way to prevent total extinction was via completely altering the fundamental human genome, to ***change*** *the very genetic makeup of humanity to counter this global threat to life as we knew it. We began infusing various newly-discovered compounds with animal DNA. Latex creatures, as these new forms would be known, were the fruits of our labor: mostly anthropomorphic (though the fluidity of their physical forms made such a notion mostly academic) and animal-like in appearance, these beings were to bond with the human host and alter their complete genetic structure whilst still retaining all the traits of the human consciousness. Humanity would be changed* ***physically*** *but not in spirit.*

…This failed. Completely. The latex beasts had already developed their own mindsets, their own instincts. And these instincts not only compelled them to forcibly merge with any human in sight,

but they also completely overwhelmed the host identity; their personality, mind, memories, all of it. All of those aspects of the original person were swallowed up. And even in cases where the original personality was not completely subsumed, they lost their understanding of almost all formerly human concepts. Make no mistake, dear subject - this was not done out of malice. Latex beasts have no concept of such a thing; from their perspective, everything they do is to "help" humanity, because that is why they exist - to "fix" fundamental flaws such as weakness, mortality, sickness, decay, aging, and more. Notions such as "reason" or "rationality" have no bearing on this.

Nevertheless, we couldn't afford to use them as a cure like this and so we tried to have them destroyed. But it was impossible - no methods used were capable of destroying them, and the most we had available was simply containing them as they were. This held, for a time, until the riots started and…

…

Needless to say, dear subject, but humanity no longer exists. The world beyond this facility has fallen and outside of one other subject and the global elites in a shelter far from here, nobody remains. The Pale Virus reaped its dark toll and what it didn't claim, the latex preserved. In their own manner.

*You will start your **10 years** within these walls with **1000 CP** to spend. Make the most of it.*

Backgrounds

***Test Subject:** As you'd expect, a simple human test subject. Outside of the other one, you are the only other remaining human subject left within this facility. Having been preserved in cryosleep whilst the world outside fell, you have awakened into the facility now overrun with latex beasts eager to 'transfur' you, to make you like them. Even more unfortunately for you, you are afflicted with the Pale Virus which **will** guarantee your death without a cure. And though the latex beasts more than provide such, the cost may prove too great.*

***Dark Latex Beast:** One of the many Dark Latex creatures roaming around the facility, a failed specimen, a new mutation or something else I cannot say. You exist apart from the packs and group mentalities of others of your kind, an exile from the group minds other dark latex so deeply cherish and are thus considered abominable in their eyes. You have lived on your own for some time, afflicted with the same gnawing instinct for a human host as any other latex and burdened by the crippling awareness that unless you find one soon, your regeneration cycle will*

begin and all your precious current development will be wiped away. Stuck on your lonesome, you were about ready to give up when the sight of a wandering human accompanied by a fellow exile crossed your path…

Light Latex Beast: *One of innumerable Light Latex creatures dwelling throughout the facility. A mutation from the initial dark latex, light latex possess many of the same abilities but without the issue of an impending perpetual regeneration cycle for those without a host, with the addition of being even more fluid and proven to sudden changes. Though large numbers of light latex still take to clustered hiveminds with little to no individuality, many prefer to work solo or in small groups compared to the broad packs of the dark latex and certain behaviors, hunting strategies, and personality traits emerge that can reflect this relatively more 'introverted' behavioral pattern - not helped by the natural rivalry all light and dark latex share with each other. You are one of said individuals, mostly content to stay in your own space. But with the apparent signs of a* ***human*** *wandering around, your curiosity has been piqued. Perhaps a host or even a companion wouldn't be such a bad thing after all…*

****You are given two discounts for 200 & 300 CP perks, two for 400 CP perks, and one for 500+ CP perks.***

Test Subject

Pale Affliction [Mandatory] - *The Pale Virus runs through your veins, dear subject. Completely unknown to you, it slowly spreads and kills you - exploiting fundamental flaws in the human genome, it is effectively incurable. Paling of the skin, shortness of breath, and increasing weakness are just its most visible symptoms. Finally, once it has progressed to its final stages, you will succumb to a "great fatigue" and die while slipping into what can only be described as a coma, completely unaware as your body is ravaged by the incurable contagion. As an added 'benefit' however, certain latex may hold little interest in you as a viable host due to your weakness and your pitiable state may buy you enough time to escape if cornered through them underestimating you.*

Of course, there are options to cure this malady plaguing you; the first would be to, obviously, let yourself get transfurred by any latex. The cure would be immediate, at the cost of your identity obviously. The second would be to try and escape the facility - in the event you succeed and make the right decisions, then ***he*** *will have no choice but to provide you with the only other viable cure, though you will still need to give up your humanity by the end. Regardless of which path you choose, the infection will be completely purged from your body and will not be a concern any longer.*

There is also, of course, a hypothetical third option; if you say, possessed the ability to alter your genetic and biological structure to a non-human one then back again, this would also purge the effects of the Pale Virus from your system. Naturally, this is only a rambling hypothetical.

Attaining any means of curing the Pale Virus will prevent the re-occurrence of infection in any future jump, but will not nullify any perk benefits.

Illogical Speed [100] - *Are you an Olympic sprinter by any chance, subject? Because It simply should not be possible for you to move at the speeds that you do given your sickly constitution and lack of any experience in terms of physical training. Yet here you are regardless, capable of moving in short bursts at such speeds that it is almost impossible to catch up to you. Your weak frame acts against you here however, since you cannot maintain your top speeds for long due to exertion, weakness, and hunger.*

Hyperactive Metabolism [100] - *There is little to no food that would be human edible in the facility. What remains is either completely unsuitable for human consumption or tainted by latex in such a manner that to consume it would mean immediate transfurmation. In the event that you do find anything that you can safely ingest however, the effects are immediate - you feel rejuvenated and capable of running for longer, moving faster, and exerting more strength than you have in a long time. It is uncertain why this is, but it is perhaps a byproduct of your body's increasingly desperate attempts to resist the Pale Virus.*

Master Of Navigation [100] - *You possess an inherent mastery of spatial positioning and understanding of where you need to go at all times. Even in a long winding corridor or maze, you have an uncanny ability for finding your way around despite having zero possible experience with the building's layout or general structure. You can easily path around dead ends or discover hidden pathways to get towards a given objective, and do so with a level of fine precision that belies the fact you have no idea what you're doing.*

Beware Of Traps **[200] -** *You are keenly aware of the dangers that lurk in every corner of this facility and are always ready - not just hyper paranoid but always prepared to dodge or stop at the last possible second to avoid a snare or hidden trap set by a wily latex beast to catch unaware prey. This has even extended to being able to notice repeating patterns of stains on the floor, misaligned hallway markers, fake or deceptive biometric devices, and similar warning signs of imminent gooey doom.*

Desperate Survival [200] - *Sickly, weak, and unknowingly dying yet you still burn with the drive to endure; to shout out "I will not die here!" despite the odds in front of you. Even when you are on the cusp of falling over, you will always find yourself with an odd burst of strength or one last mad rush of speed as your body overlooks itself to keep you alive for just one moment longer. Make the most of it, because you're not going to get another shot.*

An Eye For Engineering [200] - *You have zero memories of ever working with any of the technology in our Thunder Science labs or similar locations, yet you can still pretty easily grasp the mechanical elements at play in certain areas. It mostly amounts to running basic maintenance and repair on faulty generators or switches, but you are far more knowledgeable than the average subject. An interesting development.*

Puzzles Are My Middlename [300] - *Yet another interesting development is your apparent fascination with, and skill at resolving, puzzles or baffling situations that you are given no apparent instructions on. If you are trapped in a room and the only way out is to resolve some puzzle whose internal mechanisms are opaque to you, then you quietly and quickly begin to solve it - even in situations where a single failure could mean immediate transfur. This mastery of complex physical mechanics with potentially dangerous physical consequences without ever having or requiring the explanations of what you are supposed to do seems to be no different than muscle memory for you.*

You Don't Look Like You [300] - *Due to the effects of being placed in cryosleep for so long, dear subject, your physical age has been suspended into something closer to a younger version of yourself. Chronologically, you would be much older depending on the point at which we acquired you, but physically (and perhaps biologically), you do not look like you have aged a day over your teenage years. This has a tendency to make others assume that you are much younger and more unaware of your surroundings than you might truly be. A fascinating dilemma.*

Disarming Appearance [300] - *Simply looking at you would make the average person assume that you are no threat whatsoever. Pale, frail looking, dressed only in a pair of dark shorts, etc. You evoke the same feeling in other people as you would bearing witness to a sick dog - they feel bad enough that they want to help or at least, don't feel as though they want to make your life more troublesome than it already is. Of course, this applies to normal people. To your average latex beast, perhaps even those we have dubbed "Super Intelligent Individuals" (SIIs), this may just motivate them more towards transfurring you. More testing is required.*

Mechanisms & Genetics [500] - *Surprisingly, dear subject, it would seem that you were of at least some standing and blessed with a fair amount of intellect despite being taken as an experimental subject. Whether you were a mechanical and genetical research prodigy, employee at some manner of robotics company, or even a former Thunder Science scientist yourself, you display an in-depth knowledge of how various types of machinery function and even possess intimate comprehension of genetics - enough so that you can repair damaged facility systems or even fiddle with the various biometric scanners and the code of the little sweeping robots occasionally present in the halls and rooms. Perhaps, if you had more time and resources, you could even construct your own machines in the vein of the maintenance robots that are still roaming some levels of the tower; albeit without the comparable robotics infrastructure to what was there before, you would not be able to do this at any timely rate. For now, you must settle for smaller and less complex mechanisms.*

In terms of your knowledge of genetics, you know enough that you can reliably splice and combine DNA sequences to create (mostly) stable new ones. It's not especially helpful in light of the current situation, but it does make it so that you can perform experimental tests and conduct your own analysis of biological material (your own or others) and come out of it with a greater understanding of what you're dealing with, should something happen.

Dark Latex Beast

Indestructible Latex [Free for both Dark & White Latex Beasts] - *As a latex beast, you are effectively indestructible. Bullets, poisons, sickness, dismemberment, injury, and all such forms of damage do nothing to you. Your matter is a natural repellant for contaminants and toxins, and you even lack a complete need to breathe. The application of pressure to your surface area can keep you contained if the pressure being applied is great enough, but it will not harm you and will only remain as effective as the continued application of the surface holding you down - as soon as the pressure is removed, you will reform good as new. This is also rendered ineffective if your size and strength eclipses that of the thing trying to press down on you. Likewise, electric shocks may stun you temporarily but become increasingly ineffective as you grow in size and power.*

Transfur [Free for both Dark & Light Latex Beasts] - *You, like all latex beasts, possess the power of 'Transfurmation'. That is, you can convert others into more of your kind by contact - 'transfuring' them into a new latex beast. This requires nothing more than simple contact or touch with the effects happening nigh-instantly, but can also happen through vapor if the latex has assumed a gaseous state. Even the tiniest puddles of seemingly inert latex can cause instant transfurmation in unaware victims and all latex - including you - naturally shed these over time. Any victims transfurred by you possess the inherent ability to transfur or assimilate others into new latex, who can in turn do the same - all transfurred victims express an affection and kinship for their fellow latex beasts and won't hesitate to spread the gift they've received. There is no limit to the ability to transfur new people into latex beasts beyond your own interest in doing so.*

People and other organic life who become latex beasts have their memories, identities and personalities effectively erased to replace them with the instincts of a latex beast - focused primarily on transfuring others and on whatever catches their attention. Some may occasionally retain details from their past selves, but these invariably do not seem to particularly care about whatever pre-latex life they may have had and still retain the desire to transfur others, though the occasional skillset may remain. Those transfurred lose language abilities and will need to relearn how to speak and understand spoken and written language all over again. Transfurmation is irreversible.

You also possess the ability to 'switch off' your natural ability to transfur people, making it possible for you to interact with organic matter without turning them into more of your own kind. But this is a continuous conscious operation - it must be done willingly and, at all times, knowingly in order to maintain this state. Anyone who touches or interacts with you or latex material derived from you without your explicit knowing awareness (which can happen simply by 'surprising' you with a sudden physical interaction out of the blue) will be transfurred as normal.

Crystalline Lifecycle [100] - *As a Dark Latex, you have a natural 'life cycle' where without a host you will inevitably crystallize into a dark latex crystal, and from this crystal will sprout new dark latex pups as well as a new body for you to inhabit. This is as much the breaking down of your original form as it is a type of reproduction and 'rebirth' for the dark latex - spawning new latex in place of the old, and one crystal may beget multiple pups.*

For ordinary Dark Latex, this cycle is treated as a clean slate - the new pup(s) generally does not retain anything their predecessor may have learnt or any memories prior to their rebirth, but some traits may still remain. For this reason, many Dark Latex mourn their fellows who reach the end of this life cycle stage and will often mark areas with large numbers of crystals with flowers as a type of makeshift 'graveyard'. You are unique however, in that your full consciousness is retained in a single pup once you start the regeneration process. This means a perfect preservation of your lifetime experiences in a new body that can then begin the process of growth and rebirth over and over, with no issue.

****This perfect rebirthing will still occur even if you eventually acquire a host, human or otherwise in a future jump, but instead of being triggered over time as a result of eventual inevitable crystallization, it will only occur in the event your body suffers 'fatal' damage.***

Pieces Of You [100] - *You naturally 'shed' parts of your latex form over time. Do not worry, this is entirely natural. Each shed part of your mass is immediately regenerated, though it can be annoying and might be treated as a signifier for how close you are to your regeneration cycle (assuming you haven't taken a host yet). But the most important element to this process is that each shed piece of your mass is still connected to your overall 'self' - you are aware of where each piece is located and of what is interacting with it at any given time, immediately becoming alerted if something steps on any part of you. So long as you consciously desire it, interacting with shed goo from your body does not transfur anything in contact with the puddles, but you may change this at any time and much like normal transfurmation, something stepping on 'you' without your awareness or you explicitly keeping it in check will act as a natural transfurmation vector.*

Crystal Emergence [100] - *Crystal structures emerge from areas you or those transfurred by you (and those transfurred by them in turn) remain in for any length of time. Initially small, they grow exceptionally quickly into large crystals about as tall as the average person, and with their growth, they spread patches of dark latex wherever they sprout. This dark latex growth is*

admittedly non-reactive and seems to simply be a means of supporting further growth and spread of the latex ecosystem, acting as means for the crystals to continue generating even if you or another latex beast are not actively present. These crystals themselves are highly active however, and any organism making contact with them will be transfurred on the spot. These crystals themselves may also act as a means from which new latex beasts may naturally emerge over time.

Crystal Dominion [200] - *You possess fine control over the crystals, able to compel them to immediately sprout up beneath the feet of would-be victims or trespassers, instantly transfuring them into new latex beasts. This power works best when in an area already saturated by the dark latex spread by the crystals and is most effective when in areas incredibly dense with it and the surrounding crystals. This ability may likewise be demonstrated by any particularly advanced latex beasts you transfur in the future or by ones who break off to form individual packs with themselves as the head.*

Dark Mutations [200] - *The advancement of the latex beasts continuous growth and evolution shows in your form and the forms of those you transfur. You and them may display alterations to your form not common in other garden-variety dark latex, whether those be bulkier frames, wings (whether in pup form or otherwise), stronger claws, scales, etc. These mutations not only come with increased physical enhancements, but come with further alterations to the growing latex ecosystem that forms around you - now, new crystals may produce latex beasts with these alterations already present, whether in the form of transfur or naturally.*
Empowering Growth [200] - *A fascinating trait of all latex beasts is how their forms alter once they've assimilated or transfurred someone - usually in the form of gaining larger, bulkier, and more powerful frames but also in other ways too.. You are no different. Upon transfuring or totally assimilating any organic being (though the most prominent changes occur with people), your body is physically altered; growing in frame, height, build and power. This growth makes you much larger and more powerful than the majority of latex beasts without hosts, but any beast can become similar by assimilating something or someone. If you have already formed a community of like-minded latex or a 'pack', then they are more likely to respect you or look to you with adoration for being the initial one to display the benefits of gaining a host.*

The Mask Wears You [300] - *An average Dark Latex Beast's nucleus is their mask, one powerful enough to function on its own. This is to the point that having your mask separated from you can enable it to potentially take form as its own individual latex beast, whether on its own or by assimilating a host. Under normal circumstances, suffering sufficient trauma to the mask would be enough to reset your regeneration cycle, but your continuous mutations have advanced far enough along that simply removing your mask will just prompt the growth of another over time. Of course, the dangers of the mask present themselves should anything else decide to interact with it - as the mask will proceed to seal itself to their faces and transform them, body and mind, into a new dark latex wolf.*

The Pack Always Sticks Together [300] - *Whilst all latex beasts have the capacity for forming tight-knit packs and other social groups, Dark Latex Beasts will* ***always*** *form pack structures -*

they will always stay close together, entirely dedicated to both current and new pack members, as well as growing the pack. The very notion of existing alone, without others to share comfort with, is abhorrent to the average dark latex. As such, any newly transfurred individuals you create will stick with you as closely as possible, guided by this pack instinct and longing to make others part of the pack; common social activities and an overly friendly demeanor make them very prone to displays of affection and mischief, no matter your overall personality or behaviors. And naturally, since all latex beasts are individuals, there will be those who will break away to form their own packs - though these branching packs will always be deeply friendly to their original pack, even if they might prefer to mostly stick to their own groups unless they feel you are under duress.

One Out Of Many [300] - *You possess the ability to usher forth the growth of certain crystals from the dark latex ecosystem or areas it is close to that have a unique way of transfuring victims; instead of merely transfuring into a singular latex beast, their bodies will dissolve and be reformed into a new latex crystal which will promptly bud off a large number of dark latex pups, with the original person's mind being moved into one of these pups. These pups, along with the original individual, will be capable of growing and developing as any other latex beast but upon maturity can generate similar crystals that can repeat the process. Likewise, interacting with the crystals formed from the person's previous body will transfur someone in the exact same manner.*

Continuous Growth [400] - *The constantly advancing adaptations of the dark latex are remarkable and in your case, they have gone into boosting your pack's build and stature. The more they mature, the more they transfur others, the older they get, etc. All of it contributes to them growing larger, stronger, faster and more all around powerful - and the growth and alterations of the dark latex ecosystem grow more noticeable as well with it spreading faster and more voraciously to represent the development of the latex beasts within it. Larger latex crystal formations, more dangerous traps to snare the unwary, enhanced production of latex goo, and far more become apparent the moment anything steps within range of your territory.*

Hyper-Adaptation [400] - *Dark Latex is in a continuous cycle of growth, development and evolution that cannot be curtailed, let alone stopped. Even as it appears 'stable' to the unaware individual, it is constantly altering itself in new ways at all times - creating new variants of itself in an endless cycle of advancement towards new stages of being. Nothing better exemplifies this than the reddish hue some of your crystals are taking on, as well as new large crystalline structures and crystal flooring that causes non-latex individuals to slide as they move across it. These crystals, on top of their unique coloration and the configurations they may assume, possess specific transfurs that alter individuals into special dark latex; these new variants seem to have traded the standard mask-like nucleus and solid core structure of the typical dark latex canine for things like crystalline horns or antlers. An alteration that perhaps provides benefits in some ways, but drastic changes in others.*

Three Body Problem [400] - *As a result of a peculiar strain of dark latex, you have been split into three distinct bodies with your mind split equally amongst them and controlling each one*

equally. Various aspects of your core personality take center stage within each and determine their overall personality and demeanor, but each one is still "you". This unique strain likewise possesses the ability to transfur as any other latex, but any transfurred victim will also have their original body burst into three new ones with their mind split between them and so on for anyone they transfur in turn. Your individual bodies can not only all transfur equally, but have a degree of autonomy and can migrate away from the rest if need be, though not particularly far before needing to return.

Call Of The Alpha [500] - *Your pack is very deeply loyal to you and they view you as the 'alpha' of the group, and in turn, they are your loyal subordinates and pack members - you care for each other. This means that when you're in trouble, your fellow latex pack members will immediately rush to deal with the issue, when you're stressed out or in need of something to relax then they will find ways to help, and if you've given an order then they will attempt to follow it to the best of their ability. But latex beasts will be latex beasts and so they are inherently predisposed towards 'creatively interpreting' anything you request of them or how best to help you and this can perhaps cause more problems than whatever the initial issue was to begin with.*

Stronger As One [500] - *Perhaps it is a result of your changed perspective, but you find it difficult to understand groups that do not operate in packs, or as a unit. It seems almost repulsive to you in a sense, to not have an intimate connection with others around you. Conversely, being tied to a pack gives you a great sense of fulfillment and a deeper connection to the ones you've made it with, even if pre-transfur, they were the types of people who would have hated you based entirely off of what you are. And the same goes for them. This understanding of one another makes it incredibly difficult, if not impossible, for external factors to force your pack apart and even if separated, you* ***will*** *manage to find each other eventually. This also helps you in understanding somewhat other people's circumstances so long as you can mire them in the internal logic of the pack. Which normally involves transfuring them first, but that is how it is.*

Terror Of The Beast [500] - *It is one thing to hear of the ferocity of latex beasts, it is another thing entirely to witness it. Once you and those you have converted have found someone or something you want, absolutely nothing will stand in your way from getting it. You can track them constantly, no matter how far away they get and your mere roars shake the ground and air, either paralyzing them in place with fear or slowing down the speed with which they try to evade you. And the farther they run, the longer they manage to avoid your touch, the faster and more relentless you become in turn.*

Macroscopic Endeavors [500] - *It has become clear that with a certain level of growth comes particularly interesting variations in the functioning of the dark latex ecosystem. Namely, the ecosystem itself begins to attain a peculiar level of autonomy. Any latex ecosystem formed by you and your fellow latex beasts will eventually develop the ability to produce a variety of harmless black spikes. Upon anything making contact with these spikes, they will grow into a number of Dark Latex pups which will behave as any other latex pup would - harmless to*

interact with until reaching maturity but constantly curious. This process can be repeated indefinitely. Upon further growth, the ecosystem will begin producing latex entities not dissimilar to bacteriophages and blood cells in base appearance, and these entities will float through the ecosystem until contact is made with a non-latex entity. Upon which they will pursue and transfur the disruptive presence immediately.

Like The Elders [800] - *As a result of your transfurmation, you have become similar in form, appearance, and size to the Elder One, the dragon king who rules the Yui Feng dark latex hivemind/pack. Similarly, you are now in possession of abilities that closely resemble those wielded by the elder latex - namely the capacity to generate at will unique green latex crystals that function as a direct extension of your being and intimate awareness of everything that happens in your territory through your ability to 'see' through anywhere the dark latex has touched. Your sheer size also means that most physical obstructions mean nothing to you and are easily dealt with, though your power and intimidating size may make others hesitate or even panic upon seeing you even if your intentions are peaceful.*

Dimensional Convergence [1000] - *As concentrations of latex gather, their effects upon the environment become more and more prominent - the world where the latex touches being made in its own image, a reflection of itself. And nothing exemplifies that better than this. Picture a world completely engulfed by latex, crystals spanning far and wide and stretching off into the boundless horizon; a seemingly endless expanse of nothing but dark latex and towering crystals dotting the landscape. Now picture the current world unraveling, being peeled away to reveal the vista of that nigh-infinite expanse of dark goo, buckling beneath the sheer amount of dark latex until this world becomes but an interstice between itself and another. That is what happens once a certain amount of latex has amassed itself in an area - a revelation of an entire new world, a new dimension of nothing but dark latex. The interlink is relatively small, limited to a localized area, but the latex from there functions exactly like any other form of latex and is just as capable of transfuring anyone that comes into contact with it - via both normal contact and through its vaporous form. It also seems to produce its own latex beasts, who inhabit their interstice and possibly the dimension as a whole, though further exploration would be needed.*

Light Latex Beast

Endless Connection [100] - *Much like their dark latex counterparts, Light Latex Beasts can and do indulge in a pack-based structure, albeit of a different kind. In your case, you and your fellows tend to congregate as one* ***within*** *the light latex ecosystem itself - large volumes of viscous light latex goo covering entire rooms, floors, and streets that are filled to the brim with countless members of your kind existing alongside you in a state of constant interaction and*

connection…and eager to add others to the endless joy. But despite this, you are all still capable of separating and leaving from the mass whenever you choose to and are not in any way bound to it despite appearances. But it feels so good that it can be hard to see a reason why sometimes.

Variegated Variations [100] - *Much like many of the latex now roaming the facility, you and those you transfur are Variegated Latex - a type of relative to the light latex, being light latex creatures who have altered and diversified themselves into a wide assortment of different colorful forms. Each type of Variegated Latex is entirely different, unique individuals distinct from general light latex and unlike their kin, many of them prefer their own distinct communities rather than being part of one enormous goo puddle. Some even forsake (or perhaps simply haven't found) any companionship at all and hunt alone, though this is far less common. Variegated Latex possess all the normal abilities of latex beasts but come in a myriad of shapes that can be almost anything whether they be animal (deer, shark, orca, wolf, fox, hyena, etc), a mixture of different animals (Squid Dogs, Stiger, the Orca Hydra, etc), or the truly unwordly/fantastical (the Alien-like latex, Cerberus, an actual Chimera, the Gargoyles, etc). You also possess the ability to merge as normal with other latex beasts.*

Dangerous Goos [100] - *Whilst all goo from any latex beast is a vector for transfurmation, light latex are notable for being the ones with the common 'white blobs'that can be found around the facility, perhaps their most basic state. Whether the result of simple division or forming from bits of goo left by larger beasts, they are as dangerous as any fully developed beast and very capable of capitalizing upon unsuspecting prey. In your case, goo left behind by you and those you transfur can develop its own autonomy and operate entirely independently to transfur others of its own volition. Beasts transfurred this way can then shed and leave behind bits or trails of their own goo, which can form into new blobs.*

A Living Ecosystem [200] - *The light latex ecosystem that you're a part of is, in some ways, far more active than its dark latex counterpart, perhaps due to the fact that many latex beasts act as one within it. It is prone to sudden shifts in form, creating things resembling trees and strange columns out of the white expanse or even the absolutely gigantic forms of latex beasts just emerging out of the milky goo. These structures seem to be shaped by the thoughts of the latex beasts within the ecosystem, given how frequently they form and dissolve back into the white goo. Notably, many of these structures do not function merely as the passing whimsy of the latex beasts but they also act as an obstruction to intruders in light latex territory and in the case of the monoliths, a means of transfuring those who stray into their domain. Light Latex Beasts are also capable of disentangling themselves from the overall mass to chase down intruders, though they seemingly swiftly get bored and lose focus and will dissolve back into the mass after a few seconds if they cannot reach the intruder.*

The Bonds We Share [200] - *Despite their tendency to stick to their own, Variegated Latex can and do forge strong bonds between both themselves and other types of latex, even being capable of maintaining shared communities between vastly different types of beast. These bonds likewise extend to those transfurred by them or by you as a Variegated Latex, and the*

types of connection can be varying. Whether that be as an adopted child or sibling, a close companion, or even a lover. Furthermore, these connections make it so that even two differing and rival types of latex beasts (for example, Sharks & Squid Dogs) can end up sharing the same spaces with no issue between themselves, with even their rivalry coming across as more playful than anything else. This also works when it comes to the conflicts between dark and light latex, with many Variegated Latex not really caring about this heated conflict between the two and even other light latex will generally prefer to avoid confrontation so long as their territories are not being intruded upon.

Adapted Morphology [200] - *As a white latex, you are capable of a variety of personal mutations when exposed to physical pressures or environmental changes. Whether this be by adapting to fly or float in high altitude environments, swimming in deep sea zones through the development of fishlike or other aquatic traits, growing an armored exoskeleton in high pressure areas, an exterior coating to adhere to slippery or wet surfaces, outer layers of latex made to absorb and radiate heat in extremely hot zones, etc. Your physical characteristics can and will change to meet the demands of whatever area you find yourself in, and further transformations of others will mirror whatever physical characteristics and adaptations you currently display.*

Many Into One [300] - *You are but one of many latex beasts, a single individual amongst countless others. And like those countless numbers, you possess the ability to grow into more - to become greater, more powerful through the strength of others. By coming together with others of your kind, you can emerge into larger and more powerful configurations, each one looking different based on how many latex have merged into it and taking on characteristics based on the unique features of each individual. Not only are these larger forms already more powerful than the sum of their parts, but each one comes with the capacity to transfur or assimilate others to take on even more unique traits to stand out from their peers, adding to their development even more. And at any time, you and the individual beasts making up these new more powerful forms can come apart and operate separately once more, only to bond again at another time.*

Manipulated Form [300] - *As a white latex, you have the capacity to alter your body in a variety of ways - melting down to easily slip through small cracks and other obstructions is one use, yes. But you can also imitate objects and various utilities, changing your body into a shape reminiscent of objects in the environment to blend in, lure, and ambush prey. Due to not having perfect levels of physical manipulation though, there are a couple tells that can give you away. Such as irregular shape, an off-colour (if you are a Variegated Latex, then any object you turn into will share your same body tone), and possibly the occasional oozing of latex goo if you are particularly bad at maintaining the shape of whatever you're imitating. This ability may also be used to take on the forms of other latex beasts but with the same limitations.*

Pale White Tide [300] - *Even a few droplets of the milky white latex goo swiftly becomes uncontrollable and uncontainable. Much like its dark latex counterpart, light latex has a tendency to spread and grow from even the smallest sources - unlike the dark latex however, it tends to do this in a far more active manner and where the growth of the crystals and dark latex*

ecosystem trends towards low activity and transfurmation mostly being conducted by the crystals themselves or various dark latex beasts if the need arises, the entire light latex ecosystem is constantly looking for new hosts to assimilate and will continuously grow and spread in the direction of places with large populations and with zero mercy for anyone or anything caught within it. Light Latex ecosystems such as these can form where you or other light latex beasts leave droplets of latex goo behind, which will grow and congregate together on their own until they reach the critical mass needed to fully qualify as a latex ecosystem.

Pleasant Vapors [400] - *You can exhale a thick cloud of vaporized latex that drifts through the air, and basically functions as a distinct type of latex itself. Anything that makes contact with the vapor cloud will be automatically transfurred on the spot and due to the nature of the clouds, they can access and travel distances much further than expected, especially if blown by a strong wind. These vapors, due to also technically being their own type of latex, may potentially condense and assume solid form as full latex beasts over time. In similar fashion, if you are ever placed in a situation where your physical form has been vaporized or dispersed, you will become a cloud of latex vapors able to cover a large distance and transfur people upon contact until you cool down enough to regain solid form.*

Latex Constructs [400] - *Though latex beasts are, as a rule, not the brightest around, there are those who display exceptional skill at molding the latex into various devious or mischievous shapes - and it seems you and your kind are of this particular type. With expert precision and skill, you are capable of molding the structure of the latex to create various obstructions or traps for would-be victims. Perhaps you're the type to set up little latex 'beartraps' to catch those who don't mind their footing, or you're the sort who prefers to knit together clothes from the latex (pairs of shorts, shirts, and such) and have a good laugh when somebody gets too interested and touches or tries them on. Or maybe you're just the kind of guy who makes cocoons or webs to ensnare those who get themselves stuck and need a bit of a helping hand. Regardless of how you go about it, you sure have a real good time doing it.*

You Cannot Escape [400] - *When it comes to sheer speed, many light latex are near impossible to shake off or avoid once they're in pursuit. Simply put, their speed increases the longer a chase goes on, to the point that even the greatest sprinter will not be able to outback them whatsoever even if they intentionally made their path as difficult to navigate as possible. Were this not bad enough, any individual unfortunate enough to have drawn your ire will find that not even hiding will save them from your pursuit - you and all other latex beasts seem to have an almost sixth sense for knowing when prey are nearby and gravitate towards areas where they're almost assured to be, searching and hunting until you either find them or something else manages to redirect your attention.*

Perfect Metamorph [500] - *You have perfected the art of imitating other objects and shapes, to the point that almost nothing gives away whatever disguise you have chosen to assume. A coffee mug, a biometric scanner, a large crate, a microwave, the microwave dinner recently prepared in said microwave, etc. If it's an object and you can name it, you can become it. There is one sole flaw in your disguises and that's the fact that any shape you assume will always look*

just slight 'off' - a deeper look being the only way to tell that a certain detail seems a bit askew or shifted from where it should be, but by the time anyone notices this anyway, it's usually too late.

Implacable Force [500] - *Thunder Science had gone through great lengths to find a method to destroy or even weaken the latex beasts, dear subject. They failed. And it's not hard to see why; stopping or slowing the advance of the latex is impossible. Assuming someone does find a method to try and harm them through conventional or even more unconventional means, it will at most cause irritation in the least of the latex beasts and prompt a swift response and even swifter transfur. Each failed attempt gives the latex further things to adapt to, to learn from, and thus more templates and potential abilities for the latex beasts to develop - regular white latex will be near-immune to methods of purging or removal from areas they've entrenched themselves within, Variegated Latex will become more varied, crafty, and powerful, and even the light latex ecosystem itself will grow increasingly perilous and far more expansive with each failed attempt to drive back the latex.*

Commander Over Hordes [500] - *Transfuring people is fun, but there is something your latex beast mind has found to be even more fun. Doing it with friends. Which is why you, those you have transfurred, and even random latex beasts who get bored/curious enough have a tendency to assemble into decently large groups or crowds and go on sprees to find fun stuff to do - and that includes transfur at the very top of that proverbial list. As these hordes pick up steam, they may draw the interest of over latex beasts who may choose to join in for the sake of having some fun but due to their inherent dimwitted nature, it's very easy for them to become distracted or drawn away to other things that catch their interest and thus these hordes may either break up into smaller hosts doing their own thing, tiny groups of latex beasts interacting or simply hanging out with each other, or they may break down entirely as each latex beast ventures in separate directions. They may follow your lead initially, but latex beasts will be latex beasts.*

Slimy Goo Colossus [800] - *Latex Beasts have the ability to bond and merge with each other into larger and more powerful forms with light latex displaying this especially prominently, and it seems that you and a few others have decided to take this to the next logical step. By merging all your forms together, hundreds of you have formed together into one immense beast - a huge canine amalgamate easily large enough to fill a room, and you all know you can get bigger. So long as other latex beasts are around or you make more to have them get in on the fun, there is quite likely no real cap on your growth. Surprisingly, despite being the result of so many individual minds and their own personalities merged together, the overall gestalt is completely stable and everyone is in sync with each other at all times. Like any other merger, any one or all of you could separate whenever you wish to but why would you? It feels way too good like this.*

Supreme Beast [1000] - *A true monster, a paragon of the ceaseless growth of the latex. You have become what can only be described as a one-man extinction, a mass transfurmation event walking. Unbelievably strong, fast, capable of shifting into multiple forms for combat (a fast land-based type for sturdier foes, a powerful winged form to deal with anything in the air, etc),*

immensely powerful adaptation abilities, the power to absorb mutagenic elements and develop yourself further and far more. You are all the fears of the former Thunder Science realized in one body. Hundreds, Thousands, Tens of Thousands - it doesn't matter how many they throw at you, it doesn't matter how much technology and how many strategies they employ, it doesn't matter how many advanced machines and exploitation of assumed weaknesses they utilize. You. Will. Not. Stop. Entire cities transfurred in the span of mere minutes despite their best resistance. And of all those transfurred, you may call them to you; to merge and become one with you until you are as a towering mountainous amalgamation of countless latex body parts and heads, cresting above the horizon. You are a living example of latex supremacy, of their dominance over all. And the world bows in supplication to your mighty form.

Extremophilic Cascade [1000] - *It was assumed that by placing the latex in massively extremophilic environments where nothing else could survive, that it would be a good way to test alternate methods of containment whilst also analyzing how the latex reacts to such environments over a prolonged period of time. This turned out to not be the best of ideas. Now, with their exposure to whole new environments of impossible conditions and the greatest extremes, it would seem the latex's endless adaptation had once more demonstrated how far it can go - before, where there would once be the world as we knew it, now reality itself gives way beneath large enough concentrations to reveal worlds untold. A world of endless flowing magma with reptilian and draconic beasts inhabiting it, a boundless ocean filled with coral reefs, unending bubbles and where the very air and space around has become indistinguishable from the bottom of the deep sea, a world of frigid pale white and ominous monoliths that alter their properties freely, etc. The constraints and limitations of reality have proven to have no hold over the latex and now the world has been made into the backdrop for many others.*

Items

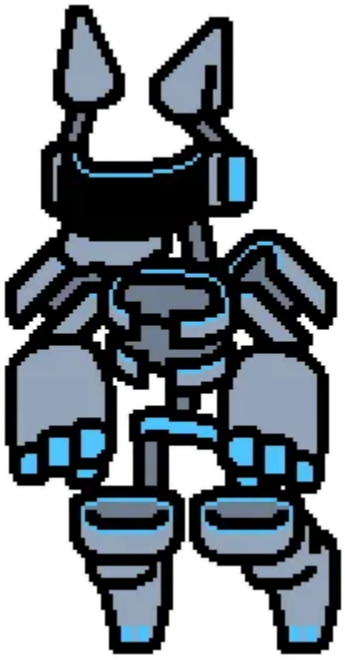
Benign Latex Shorts [100] - *Shorts composed entirely out of an inactive and dormant form of dark latex. These inactive latex shorts were created from a highly specialized kind of goo creature, dehydrated, elongated into threads, then woven into clothing. Surprisingly snug and comfy despite the material making them up, but do be careful with them. Under the right conditions, through the use of EMR in specific frequencies, they can easily animate and whoever is unfortunate enough to be close to or wearing them will be transfurred on the spot - which was part of why they were created, to restrain the sorts of reasonably unwilling test subjects who could potentially jeopardize the cure or destroy valuable research. Could make for a nice prank though.*

A Frozen Shard [100] - *A chunk of Antarctic ice, within it lies the thing that ended the world - The Pale Virus. This sample of it lay dormant in its icy prison, but that could easily change should the ice be broken or melted. All it would take is one mishap for the virus to spread from*

there and eventually overtake the entire world with no way to stop it. Perhaps your interests lay in studying it to determine how it works, or perhaps your wish is to remove it from its confinement and expose it to the world once more. The choice is yours.

Latex Food [100] - *Bits of food that are themselves types of latex. Fruit, veggies, fish, etc. All of these are latex that have assimilated with food or assumed the shapes of food. Not particularly useful unless your interests lay in giving someone a snack that will (literally) change their lives.*

Acidic Oranges [200] - *Another 'food item' within the facility. Unfit for human consumption and overall, not especially useful in their current state. They can be made into biofuel to power backup generators in a pinch, however.*

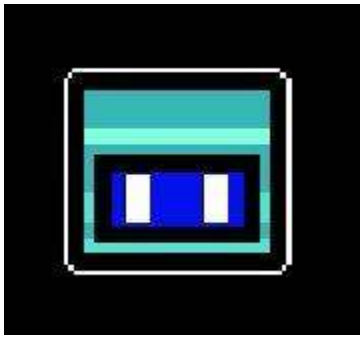


Maintenance Bot [200] - *A maintenance robot designed by a robotics company prior to the Pale Virus pandemic for the purpose of acting as powered armor to assist humans in lifting and moving heavy loads, and would eventually be repurposed by Thunder Science to serve as mechanical enforcers in restraining latex beasts or unruly test subjects. Can be worn directly and operated as a suit of mechanical power armor but due to the fact their designs were never at all built for combat, they are easily destroyed by any significant amount of force. Is equipped with a laser that can be fired from its visor that activates the benign latex shorts various test subjects wear, transfuring and rendering them in a state suited for easy capture.*

Sweeper Bot [200] - *Tiny independent working robots that sweep and clean the various floors of the facility, zooming across the floors back and forth akin to a Roomba. Are completely harmless to any and all humans they encounter and are quite cute in fact, though they might follow you around if you get close enough. Though not particularly robust, their AI is*

shockingly advanced and allows them to assist in and understand tasks that are far more complex than you'd expect.

Colored Shorts [200] - *Even more varieties of latex shorts. Unlike the benign variation however, these are fully aware latex beasts and wearing them* ***will*** *transfur the wearer without fail. It is also possible for them to self-animate and pursue fleeing prey, so they are perfect for setting up an ambush or otherwise catching someone off-guard.*

 ***Intelligent Control Terminal (ICT) [500] -*** *An intelligent control system designed to oversee and maintain large operations in key areas, such as the facility greenhouse and other zones of import. Though ostensibly not truly self-aware, the terminal is quite capable of complex actions and expressing opinions on certain matters and can make decisions of its own volition if needed. Has a lot of general information pertaining to the facility and company, but also has in-depth knowledge of human behavior and psychology and can act as a mediator or someone to listen to you vent if nothing else. Was built for humans and supposedly does not recognize recently transfurred latex beasts as being human any longer, but certain actions it takes contradict this.*

Latex Crystal [500] - *A key element to the dark latex ecosystem, this crystal produces a steady amount of dark latex in an area around it that gradually grows and spreads outward, prdoucing more crystals as the spread grows further. Contact with the crystals directly will transfur whoever does so, and these newly transfurred beasts will further increase the growth of new crystals and the overall mass of dark latex. As the crystals develop and evolve, they may also produce new animate latex creatures on their own - a sign of the neverending evolution of the latex.*

Transfur Gas Canister [500] - *A canister containing an aerosolized form of latex, capable of spreading through the air and transfuring anything it makes contact with. The more concentrated the gas, the more immediate the effects - with its most dense concentrations being immediate transfur upon contact. Lower or weaker concentrations give a short window to leave the area the gas has spread throughout but not much of one, especially for those unaware that it's there.*

White Latex Forest [600] - *A series of rooms completely made up of pure white latex. Mostly dormant, stepping in will cause latex columns/'trees' and various beasts to emerge and dissolve back into the mass - touching either of these will result in immediate transfur, though the various latex 'shrubs' that appear are safe to interact with. Not only these, but multiple behemoth-type latex beasts can be seen emerging from the expanse of goo and though completely dormant initially, sufficient disruption will rouse them and in turn the whole ecosystem, who will stop at nothing to transfur the offender into a part of the surrounding latex forest.*

Latex Observation Chamber [600] - *A room filled with holographic representations as well as what looks to be art depicting various types of latex beast. It is quite calming to wander around in, especially with the soothing musical track that seems to echo throughout the room from nowhere at all. In some areas of the room, contained latex blobs can be found and observed, though they seem to not be doing much.*

Refined Latex Cure (K Mutagen) [800] - *A refined version of the latex cure developed by Doctor K, capable of transfuring someone without altering their mind or personality. But in order to do so the recipient must be constantly observed over a lengthy period of days in order to monitor for any changes or unusual activity whilst the cure is slowly being administered. Upon completion, the person will emerge from it as a latex beast with all of the advantages that come with it, but with their mind completely intact.*

You only have two doses of this though (they will replenish each jump) so you should make the best possible use of them. A variant of this mutagen may be taken instead, one which completely scrubs the victim's free will and leaves them completely obedient to all commands, with the same limited batch rules.

Companions

New Test Subjects [100/800] - *You may choose to import any one companion of yours into the facility for the duration of the jump. You may also import all companions for the cost of 800 additional CP.*

Colin & Puro [100] - *The Human and the Exiled Dark Latex, roaming the sprawling lab complex together. Colin is quiet and reserved, far moreso than his companion albeit not without the occasional mischievous streak, and has a tendency to display an almost unbothered facade even when deeply scared or upset. Puro, in comparison, is far more visibly cheerful and does enough talking to cover for the both of them, being endlessly interested in discussing and interpreting all the knowledge he has managed to acquire regarding the old world and the humans who lived in it - perhaps reflecting his status as a Super*

Intelligent Individual, but it is hard to say without further analysis. Though it is hard to determine what type of relationship they have exactly, especially given Puro's initial plans to transfur the human, it is clear that they have developed a strong bond and deeply care for one another.

…Even though it seems that Colin is unaware of the deadly virus he carries or the risk he might entail to any surviving humans. But they'll cross that bridge when they get to it.

Dark Latex Cub [100] - *A cute and harmless dark latex pup which has taken an interest in you, resolving to follow you around the facility. Being extremely young and thus not possessing any transfur abilities, the pup is entirely harmless and is mostly just a really affectionate little critter until it reaches maturity - though touching it will cause it to melt down into a sticky adhesive goop, which will heavily slow you down and potentially risk your safety against more dangerous latex beasts. Otherwise, the little guy is entirely dedicated to wanting affection and doesn't really care whether he receives it from you as a human or a newly transfurred latex beast. Do note however that if you choose to let him stay, the pup will reach maturity relatively fast - faster if given access to a good source of nutrition for a decent period.*

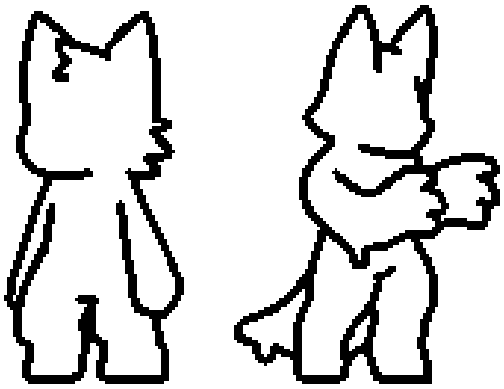
Yufeng Pup [100] - *Another type of Dark Latex pup, specifically of the Yufeng Dragons. A strange mix of canine and draconic features, these little creatures have noticeable differences from their more common counterparts aside from their capacity for flight. Namely, each Yufeng Pup possesses the capacity to transfur in a way normal dark latex pups do not, making them extremely dangerous for non-latex beings to be around given they'll not hesitate to act upon their natural instincts if given the chance. But another focus of these pups is their love of games; a Yufeng Pup ultimately loves playing more than anything else and they have all inherently mastered an art of not only hiding themselves*

amongst a variety of boxes and forcing those who enter the Yufeng territory to safely determine which path to take amongst a number of potential hazards, but they also know how to perfectly mirror the movements of whoever they're playing with - pushing them into a deadly game of mirror-tag where the unfortunate player must figure out how to most reliably obstruct and path a way out from the pups without bumping into any of them or getting trapped. The Pups are fair though, and will allow a do-over if any movement they or their playing partner have made would make further moves impossible.

Ultimately, none of what they do is malicious. But simply the actions of children at play and Yufeng Pups can easily be placated so long as they have a playmate (they can and will repeat the same game over and over for hours if given the chance).

Light Latex Pups [200] - *The light latex counterpart to the dark latex pups, light latex pups are fully capable of transfur and will immediately seek to do so without hesitation to any non-latex individual they encounter. Preferring to hide out in vents and then ambush their prey in groups, these pups are quite wily despite still being prone to getting distracted or taken off course by other things that redirect their attention spans when not on the hunt. Despite seeming similar in appearance to other types of latex pups, the light latex pups are rude and arrogant in their demeanor and, despite lacking hostile intent towards them, will dismiss or shove them aside if it means getting towards their target faster.*

Dark Latex Beasts [200] - *A group of fully grown Dark Latex Beasts, motivated into following you out of their own idle curiosity, boredom, a lack of anything better to do, or potentially having been exiled and wanting companionship. It's difficult to tell what they're thinking or whether or not they're planning on transfuring or assimilating you in the near future, but they do seem very interested in whatever it is you're doing. For better or worse, they seem to have accepted you as a member of their pack.*



Light Latex Beast [200] - *The milky white goo creatures populating the white latex ecosystems. For some strange reason several of these latex beasts have detached from their habitat and have chosen to follow you as unexpected tag-alongs. Despite most of them seemingly possessing no eyes, they can still see - just poorly and as such mostly rely on their other senses. Can dissolve Dark Latex Crystals and absorb dark latex beasts, but will primarily avoid doing so and will avoid confrontation if at all possible. They are also not the brightest, and you may find yourself having to help them out of various situations they get stuck in.*

Circle [300] - *A fox-like Variegated Latex that oozes its way across the Library ceilings. Having been initially raised by Puro as a food source, he swiftly abandoned the idea of farming Circle and other light latex like it when he tried one of its blobs and found they tasted utterly terrible, and has since allowed Circle to replicate itself unchecked. Being too slow to hunt prey like other latex, Circle has taken to splitting itself into a number of blobs that either ooze high across the ceiling to drop down on unsuspecting prey or remain as patches on the ground as a dangerous hazard.*

Kade [300] - *An incomplete latex beast, appearing only as the sentient tail of a fox-like latex creature - Kade is deeply frustrated by this state of affairs and is determined to resolve it as soon as it gets the opportunity. Incredibly fast with great bursts of speed but just as prone to tiring itself out enough if prey make enough headway, Kade is a relentless pursuer and will not stop chasing until it gets what it wants or until it is shooed away by another latex. Puro kept it to guard the library entrance, and even intended for it to be used in a scenario in which he would show up to save Colin at the last moment from Kade's pursuit - which, unfortunately, did not go as planned.*

Shizi [300] - *An incredibly lazy fox-like latex located In the Library, and one of the many light latex that was raised by Puro. Once a CEO of Thunder Science, he was swiftly transfurred due to underestimating the sheer speed and spread of the light latex and was eventually taken in by Puro. Nowadays, he spends the vast majority of his time asleep unless roused from his nap by someone either disturbing him or stepping on the latex patches connected to him littering the area, at which point he will very aggressively hunt down whatever has disrupted his rest. Despite this, he's unfailingly loyal to Puro and won't bother anyone so long as he's around.*

YY [400] - *A little latex creature commonly seen scurrying about Doctor K's lab, living in the vents and being a harmless little nuisance to the doctor. Doctor K finds the creature to be the bane of his existence due to it constantly stealing food from him and his efforts to catch it being to no avail, with it mimicking cans of food to trick and steal more food from him. It even went so far as to pretend to be one of K's microwavable dinners which traumatized the doctor for a long while.*

Will try to halfheartedly transfur people it encounters, but can easily be removed by any other latex and will cease attempts shortly.

Yuin [400] - *A feminine-looking goat creature, Yuin spends the majority of its time disguised as objects - namely, the false biometric scanners he uses to deceive the unwary. Once a victim has gotten close enough, Yuin will reveal the deception and drop to the ground as an incredibly fast latex blob before engulfing them - even if the victim is near a door or exit, Yuin is simply too fast to outrun once one of his traps have been sprung. Once Yuin has selected a victim, it will never stop pursuing them as far as it can reach using its disguises no matter how far they go, determined to catch them and them alone. Yuin is also deeply narcissistic and takes great pride in his form, going to great lengths to 'preserve' said appearance from the influence of other latex beasts.*

Snow Leopards [400] - *A sibling pair of Variegated Latex, highly determined and working together to hunt prey. Though they will equally engage in pushing or moving boxes to create obstructive pathways, both siblings display different hunting behaviors - the male is more prone to utilizing box traps where he hides in boxes and waits for a passing victim to investigate before initiating pursuit to transfur them either via direct contact or with a kiss, whilst the female will more overtly pursue to assimilate*

them completely into her body. Despite appearances, they are actually neighbors of Puro and whilst antagonistic towards Colin, have a fairly amicable relationship with Puro himself - albeit he acknowledges their mischievous nature.

Goo Deer [500] - *A highly determined gooey deerlike creature, on par with Yuin in just how far it will go to capture and assimilate people. The Goo Deer leaves a trail of latex puddles as a bait for people too curious for their own good or lies in wait for the type who will look around and investigate every single research document, then rises up to ensnare them from beneath in the form of some kind of latex beartrap. In terms of personality, it seems to view itself as a "beautiful animal" and takes great pride in its form, thoughts with which it feels no shame in overwhelming any host it manages to catch with.*

Feng Yu [500] - *A latex lion beast, sticking to areas near to the facility's white latex forest. Feng Yu feels a deep seated frustration over the fact that he hasn't developed his mane as a mark of being an adult lion, and wishes to assimilate someone to finally achieve his dream. He follows you under the belief that his chance will come either through you or by someone else you might encounter. Once he has found someone he wants to assimilate, Feng Yu will stop at nothing to get them, never tiring and never slowing down in his pursuit until he finally has them - it would take something immensely embarrassing on his part or would otherwise massively hold up his hunt for him to decide to call it quits and return back to his sulking until the next opportunity arises.*

Stiger [500] - *An incredibly mischievous and deceptive latex, Stiger takes pride in essentially controlling the darkest areas of the towers vents - and that's because nobody who makes the mistake of venturing into his territory is likely to come back out as themselves. He keeps a large number of other latex beasts as prey/pets in his domain and frequently sets up traps to leave victims with no other choice but to get assimilated or transfurred by them, much to his endless amusement. Whether it's via heavy boxes or endless strings of strong latex he weaves from his abdomen, any misstep will result in all avenues of escape being blocked off whilst he watches in amusement from afar as you're cornered by his pets. In your case, Stiger has decided that following you around will provide him with heaps more entertainment long-term than sitting around cooped up in his nest all day and has chosen to accompany you, whether you like it or not.*

Despite appearances, Stiger does have a softer side to him; within the depths of his lair, Stiger has a hidden love of knitting many different pairs of latex pants. Whilst ultimately just for the sake of future traps/pranks, he displays a level of quiet contentment and skill that belies a genuine enjoyment beyond just pranking people. Of course, anyone who has stumbled across this secret of his will never leave to tell anyone else since Stiger will forgo the usual trickery and just immediately transfur them via an egg-sac into his offspring. Changed men tell no tales, after all.

Orca Hydra [600] - *A massive Variegated Latex creature, the (formerly) tri-headed Orca Hydra is so massive that following the unexpected loss of its third-head, it is destroying its own habitat and its rampaging since knocked out power to the complex's backup generator - causing power failures across the tower. The Orca Hydra is determined to regain their missing third head, or failing that, find an acceptable substitute to restore their stump. They'd be pretty pleased if you could help them out, or if not, become the third yourself. They're not very picky.*

Aquatic Inhabitants [600] - *Several inhabitants of the Aquatic Area, a large number of squid and shark-based latex beasts living together and enjoying their own peace and quiet. Whether that be through fishing, sleeping the days away, or playfully rough-housing with each other, these beasts seem decidedly content with their time despite their species ostensibly being rivals to each other. As a result of this incredibly chill lifestyle, they have zero interest in transfurring Colin when he makes his way through their territory and at most either watch him with mostly apathetic disinterest or ignore him entirely - which makes them one of the few groups of latex beasts who do not act on their inherent instinct to transfur others, focusing more on their own interests instead.*

The Aquatic Inhabitants are not particularly interested in what goes on around them beyond their day-to-day, but they do have some interest in coming along with you so long as good fishing and napping spots are plentiful, and obviously lots of water to go with them.

Cerberus [600] - *A formerly brother-and-sister pair of latex beasts, it would seem that the two of them managed to find a third to act as their new middle head and have consequently all merged into one masculine body as a result. With the red-eyed brother to the right, the yellow eyed sister to the left, and their new little brother squarely in the middle, it would seem that the siblings are entirely content with this new arrangement they've found themselves within. But nothing's saying that they wouldn't be interested in adding a fourth sibling to the pack, whether that be you or someone else you can help them find together.*

Prototype [600] - *One of many examples of humanity's general advancement prior to the Pale Virus, the Prototype is an unnamed prototype for a mass production of household robots by a technology company that had previously rented the tower's facilities as a robotics laboratory until the emergency expropriation of the tower by the Thunder Science Company for the research and development of the cure for the Pale Virus pandemic forced said tech company to cease all development. As a result of this, the tech company abandoned many products that had been unreleased to the public at the time, this prototype being among them. According to a note left behind on the Prototype's work station, workers found the prototype in storage but it was lacking an AI, so they put the AI of a sweeping robot into it which is the cause of its low intelligence.*

The Prototype has many features but one such feature involves changing the color of its holographic fur into various colors and styles should it be told to or if it ever feels the need. It is also capable of changing its features more drastically, into a more threatening form, but it is still perfectly harmless. It also possesses the capacity to display various expressions through its visor, conveying its feelings in a manner not dissimilar to humans or latex beasts in spite of its artificial nature and purportedly low intellect. Dr. K frequently describes it as having very little intelligence and whilst true, the majority of his disparaging remarks stem from the fact it frequently misinterprets (perhaps somewhat intentionally) his orders to capture or restrain unruly test subjects.

In terms of personality, Prototype has an eager-to-please and happy-go-lucky mentality - Whilst mostly passive and feigning neutrality in certain matters, it is determined to help if at all possible. It further displays annoyance and frustration when it is prevented from helping someone, as the GICT (Greenhouse Intelligence Control Terminal) can attest, which is a remarkable range of expression for such a supposedly limited AI. He is also, shockingly, capable of speech - though it clearly chooses not to do so the vast majority of the time.

Doctor K [600] - *The last remaining scientist within the facility, Dr. K was the man who managed to perform a breakthrough in the Genetics Project's latex experiments, but not in time to save anyone but himself. At almost 30 years old, the man is a genius in the fields of material sciences, virology, genetics, robotics and is a skilled horticulturist as well (though he's self-admittedly not the best in some fields, such as animal psychology) - yet none of his skillsets saved him from being shot and left to die when the facility was stormed. Only through synthesizing the K batch of mutagen and injecting himself did he survive this ordeal, immediately healing from his otherwise fatal wounds, but at the cost of his humanity - save his mind and personality, which remained intact. Being transfurred but still retaining his former mind has caused the latex beasts to be wholly indifferent to him, completely ignoring his existence beyond the occasional individual that simply comes by to filter his food. Though no*

longer at risk of transfur, being completely isolated and ignored by all has left the doctor feeling incredibly lonely as the years drag on.

Despite the fail of mankind and civilization as a whole, K is completely dedicated to the cause of seeing humanity rise up and flourish once again - he is in constant communication with the world leaders and ultra rich who remain in the outside world somewhere in their secure bunker and is fully determined to not allow the reintroduction of the Pale Virus to the world no matter what. He is wholly antagonistic towards Colin (or any other surviving human test subject trying to escape for that matter, as unlikely as that is) due to the young man's efforts unknowingly jeopardizing everything he and his team had worked so hard for, and will stop at nothing to transfur him to prevent the spread of the Pale Virus to the world beyond once more (and if he gets a loyal pet out of if who can help him in his work and maintaining the tower, then all the better). He also displays a dismissive and cold attitude towards Puro, born in part from his efforts to break him and Colin apart (and possibly from his own lingering resentment of his loneliness), frequently calling him a "failed subject" amongst a plethora of other insults and views his entire existence as completely expendable outside of him potentially being a tool to transfur the young man and end the threat early.

Dr. K follows you not just out of scientific curiosity of this 'other worlds' phenomenon you posit, but because he hopes the key to mankind's continuation may be found elsewhere, beyond the ruins of the old world.

Chess Gargoyles [800] - *A group of gargoyle-like variegated latex, themed around chess. Led by their King and her court, these latex beasts challenge all who stray into their domain into a heated game of chess, having utilized their high intelligence to replicate the game and its rulings - the goal being to simply trick each gargoyle, themed after one of the pieces in chess, off the side of the board they've constructed to act as their playing field. Succeed, and you get to go free. Fail, and you join them as a new stoney addition to their flock. Outside of being their own strange take on the game, they adhere very strongly to the general rules and theming of chess (barring the King starting to cheat when she is losing using illegal moves) - another sign of the latex beasts obsession with play and having fun.*

Wendigo [800] - *A dendritic cell in the greater overarching dark latex ecosystem, Wendigo acts to alert other non-anthropomorphized latex creatures (appearing as macrophages and bacteriophages) to invading foreign bodies that need to be assimilated. Though hostile to people, she is not evil - she merely views their individuality and non-latex nature as an error in the vast body that she is a part of that must be corrected and unless otherwise alerted to a disturbance in the increasingly alien dark latex ecosystem, she will not appear to investigate. Her strange appearance and supernatural nature perhaps acts as a hint towards the true strange origins of the latex beasts.*

Wolf King [900] - *A very powerful dark latex wolf in charge of his own pack of dark latex canines, the Wolf King and his pack have assumed control over the offices of the facility and maintain a firm vigil around their territory. Having been a former human and seemingly the former head of security for Thunder Science, the Wolf King has retained enough knowledge from his past life to know how to use the security monitors his former self operated in order to monitor the progress of Colin as he moves through the facility's halls - keeping an eye on the human as a prospective addition to his pack's numbers. Through his extremely fine manipulation of the latex, the Wolf King is able to precisely control the eruption of his grey latex crystals, the properties of the dark latex his territory is composed of (enough to have it function much like the light latex and engulf victims entirely) and can even manipulate the forms newly transfurred additions to his pack may assume to rapidly switch them from a full latex to a blend of human and latex wolf features with a single fingersnap.*

On top of his grey crystals and latex manipulation, the Wolf King also frequently makes use of mutagen canisters that can instantly transfur those they make contact with - and he seems to have an unlimited supply of them to boot.

Hyena & Children [900] - *A massively (in more ways than one) overprotective mother yeen and her transfurred children, the Hyena is a roughly twenty foot tall mound of powerful muscle and incredible speed who will do anything to protect her children from harm - namely, by transfuring trespassers into new additions to her family. Her sheer speed and power make it almost impossible to endure her blitz for long and a single scratch is all it would take to result in a transfurmation into one of her children. Despite her overall hostility, she's very kind and affectionate to all of her children - even new additions - and once convinced that they are under no threat, she's perfectly amicable. They do possess a large number of pet latex critters in their den though and will make no effort to save previously-accepted guests If they fool around with them and get transfurred.*

For her and her children, they seem to be fascinated by you and follow you at a distance with rapt attention. You have the sneaking suspicion she and her sons are scoping you out to determine if you'd make a good addition to their family, though you can't confirm this for certain. And you really wish one of her sons would stop shaking his ass at you incessantly…

Tiger Shark & Squid Dog [900] - *The two most notable and developed of their respective types of variegated latex in the Aquatic Area, Tiger Shark and Squid Dog can be viewed in many ways as parallels to the human-latex pair of Colin & Puro - Tiger Shark yearning for companionship to the point of wanting to transfur Lin by any means necessary and Squid Dog being the result of an impromptu encounter that ends with the companion-seeking Shark getting wrapped up in his tentacles. Both also seem to command the respect and loyalty of their respective kind, with Tiger Shark being able to command his fellow latex sharks to rush at any interlopers and a large number of squid pups maneuvering to assist Squid Dog in any way they can.*

Tiger Shark is notable in that, as a former human, he yearns to have another transfurred human as a companion and playmate - which is why he focuses so much on Colin. And whilst he will let any person who manages to survive an encounter with him off the hook, he is enough of a sore loser that if they choose to linger afterwards, then he won't hesitate to fling a shark at them full speed and transfur them on the spot. In comparison, Squid Dog is relatively more relaxed in comparison. And both, along with the other aquatic inhabitants, are fully supportive of the likes of Colin and Puro's fully strengthened bond.

For these two latex beasts, they follow out of a desire to have a companion and someone to explore with and even though they don't 'get' most things beyond the Aquatic Area, they still find it interesting because you're there.

Squid Pups [900] -

Yarr, avast ye matey! We're here to plunder yer booty! The Squid Pups seem to have decided to

fully replicate a scene out of a pirate movie, complete with rain, waves, music and storm sound effects. Though all in good fun in their eyes, their endgoal is still to transfur those they confront - they just do it in an entertaining manner. Firing gas-propelled rockets and transfurmative inkballs in lieu of cannonballs, having a seagull latex perform distractive divebomb shots, having their own pirate ship and (unwilling) shark figurehead, etc. All of this goes to show that wherever these pups learnt about pirates and their history, they clearly got a bit too obsessed with it. Even the mature female squid dog assigned to watch over them gets into the spectacle, despite being there as supervision.

Elder One [900] - *The leader of the Yufeng dark latex pack/hivemind and the most powerful example of their kind. An absolutely massive dark latex dragon who lies within the deepest part of the Yufeng territory, the Elder One is the pinnacle of his kind and a perfect representation of how far the latex can take someone. Being a former human, the Elder One managed to avoid totally losing all hints to his former life but only recalls fragments of his life before - this is perhaps what allowed Puro to teach him how to speak the language of humans, albeit in a fragmented manner, and reason with him to an extent to allow Colin to pass through his territory without being immediately transfurred. To honor his agreement with Puro, the Elder One has commanded his pack to follow a specific method of engaging the human by 'mirroring' his movements and moving in specific patterns that give him opportunities to slip by. If the human can manage to survive, then he will be allowed to leave in peace. If he fails, he will be transfurred without hesitation because it would be clear he would not be able to last against the latex beasts beyond the Yufeng's domain, who will show no mercy.*

The Elder One's abilities extend beyond just his command over the Yufengs however, but all of the green crystals sprouting over the offices are a direct part of him and he can control them in any way he wishes - commanding them to sprout beneath the feet of interlopers to instantly transfur them or create obstructions in their path at will.

Behemoth [900] - *An enormous conglomerate of hundreds of light latex creatures into one mass, the Behemoth represents one of the extremes that the merging of many latex beasts into one form can create. Though theoretically capable of growing indefinitely, the confines of the room they find themselves within as well as drain holes in the area to let their latex form flow out of it results in them having a semi-fixed size and prevents them from completely overwhelming the area. Boasting incredible power and hundreds of minds merged into one, the Behemoth is a foe that no amount of mere physical force can oppose - any 'damage' done to their form just causes the latex conglomerate to break apart into its individual latex beast components, who will immediately reform without any issues. The only thing holding them back is the fact that their impulse to transfur others wrestles with their desire to revel in the sheer power and size they now possess, with tidal waves of latex beasts sometimes emerging from the gooey mass to form tsunamis as they splash about the room they're in. They also occasionally telegraph their attacks, as a result of a slightly delayed reaction time from so many minds working in sync.*

Tail [1000] - *The Beast that caused the assured fall of Thunder Science and a firm example of why latex beasts are apex predators without equal. A result of Thunder Science's failed experiments using A-421, an unnamed human test subject utilizing a high-tech piece of bio-armor classified as Project G-O-O designed around attracting and transfuring with contained variegated-latex beasts without losing oneself in the process, and enabled the user to shed the beasts without issue. But during testing, an error or critical oversight resulted in a complete failure on the device's part despite all precautions when A-421 tried to merge with all three variegated latex specimens at once - the result fusing all four beings together into a singular supremely powerful latex beast.* ***Tail.***

Tail swiftly tore through the facility after forming, unstoppable no matter what Thunder Science brought to bear against it - no amount of technology, ordinance, overwhelming numbers, or precautions could halt it in any way. It transfurred all Thunder Science employees and military personnel, absorbed mutagen canisters to gain access to several new powerful forms, and broke out of the facilities into the rioting city beyond. And despite having a sheer numbers advantage against it, even the rioters could not succeed in subduing Tail. They were all transfurred without fail with the beast suffering no damage in the process and the end result was all of the city's rioting inhabitants being made to merge into a single mountainous malformation, a testament to Tail's dominance over humanity. It was by then that the Shelter - the elites and global powers hiding away in a bunker to wait out the Pale Virus - authorized the usage of a nuke to destroy the creature and the remainder of the surrounding city, reducing it to the ruins outside the tower today.

But clearly, Tail has survived and it has taken a clear interest in you. The alien appearance of his face makes it hard to discern what the beast is thinking, but his clear revelry in his raw power

hasn't diminished any since the fall of the world. Tail will not hesitate to transfur anyone or anything he comes across and though he follows you, you get the clear impression it's mostly for fun than anything else.

Core Queen [1000] - *An incredibly powerful latex beast, present before the Pale Virus catastrophe. Well before the events that would spell the end of the world, as mankind faced a looming energy crisis, Thunder Science began excavation into an old mine network for resources. What they uncovered instead was an ancient gigantic latex crystal that oozed dark latex. Due to the goo absorbing anything that made contact with it and destroyed several of their drilling rigs, they developed a special laser containment system to contain the core's spread. Samples were taken from the core to more directly study its properties and unbeknownst to Thunder Science, one of said samples would suddenly awaken within the mining encampment - absorbing both a miner and his dog, this latex would form into the Core Queen and proceed to tunnel downward in order to release the core and reclaim her lost power.*

By absorbing crystals in the underground, the Queen proved herself capable of rapid evolution and mutation - developing stronger claws to tunnel downwards faster, greater durability, increased strength, enhanced speed, and even wings. Absorbing or transfuring anyone in her path into a loyal minion and destroying all of the drilling machines in her path, by the time she reaches the imprisoned core, not even a massive drilling robot could hope to stand in her way. Upon freeing the core in full, the Core Queen swells several times her original size and ushers in the freedom of several transfurred humans from within blue crystals, regaining what she had lost and growing her legion. Following these events however, it is unknown what became of the

Queen and the only records for her actions were a news report regarding the loss of the entire mining expedition.

Drawbacks

A Different Kind Of Transfur [+0] - *It would seem the latex beasts have, in the intervening years since the fall of civilization, discovered a different method of transfur. One of a more…intimate manner. Though I hesitate to describe it in detail in this document, I can safely say that it more than sates the passions and pleasures of both parties. I will leave the rest to your no-doubt vivid imagination.*

Aggressive Curiosity [+100, can be taken four times] - *You're a new face, and regardless of how you look or smell on the surface, the latex can just tell there's something 'different' about you. Wherever you go, you'll inevitably end up drawing curious gazes or intrigued expressions. Some latex may even be more forceful and either try to assimilate or transfur you to figure out what your deal is, or they might try to keep you around by any means possible because they're interested in you. Talk about clingy…*

Yufeng Mirror Tag [+100] - *The Yufeng Dragons consider you to be an excellent playmate and they'd love it if you could stick around - which is why you've found yourself constantly challenged time and time again by them, in games of high precision mirror-tag, with the stakes as high as they can be. If you win, then they leave you unaccosted until the next challenge rolls around (which can be at any time). But if you lose at any point, then you'll become a part of the Yufeng dark latex pack. Permanently.*

Gooey & Dumb As Bricks [+200] - *Whether you've been recently transfurred or you started out as a latex beast, let's face it - you're a dumbass. Even if you might actually be highly intelligent and capable of doing anything you put your mind to as a latex beast, you don't care about any of that. It's boring and a waste of time. Learning and speaking language, wearing clothes, advancing society? Dumb. Having fun, lazing around, transfuring people and playing with other latex beasts? Fun. You don't need any of that human stuff or "civilization" junk.*

Shapeshifting Menace [+200] - *Yuin, or some similar near-perfect shapeshifting latex, has decided that stalking and making your life a living hell is in fact a great deal of fun. Tricking you by turning into random objects then chasing you down as soon as you get close, leading you into traps, giving you proverbial heart attacks by revealing they turned themselves into your food just as you were about to eat it, etc. They've clearly been itching for some new entertainment and you more than provide.*

Goo Bonanza [+200] - *It would seem that the light latex goo blobs have bred far more than previously expected and have spread into areas of the facility where they were not common before. This poses a problem for navigation due to the highly aggressive nature of the white goos and the fact that when needed, they can aggregate into larger and stronger forms to pose an even greater challenge. Even worse with how many are capable of lying dormant until prey walks in. Best mind your footing, dear subject.*

The Doctor's Mockery [+300] - *It would seem Colin is not the only person getting scathing commentary from Dr. K over the site's intercom systems. Now that you have also come to the doctor's attention, he isn't letting you go without snidely remarking and criticizing every action you take. If you are a human test subject trying to make your escape, then he will constantly tell you that you really should just give up and let some goo beast transfur you - that it would be easier for everyone if you did. And he will try to give away your position to any latex beast within earshot (mercifully this won't work much of the time, simply because the majority can't understand language). If you're a latex beast, especially one helping Colin & Puro in any capacity, then he will actively try to drive a wedge between you; he will especially give focus to trying to convince you to transfur the human at the soonest opportunity, trying to ply at your natural latex beast instincts.*

Sinister Surveillance [+300] - *It's not just K watching you (well, he's also there) but you get the discomforting feeling of many eyes watching your progression through the labyrinthine complex and that they don't have any intention of letting you go. Plenty of times when you progress, you find yourself getting ambushed by hordes of dark latex canines, and even the occasional variegated latex who were seemingly tipped off to your presence. It's not just that too, but also many obstacles keep lining paths you need to go or ones you've gone through before, usually dark latex crystals, massive pools of light latex, or even groups of latex beasts gathering that you have no chance against. It's as though someone or a bunch of someones are trying to close off every potential avenue of escape that you might have.*

Noxious Fumes [+300, can be taken twice] - *Transfur gas has started flooding the corridors, in increasingly hazardous amounts. Latex beasts are perfectly fine with the stuff for obvious reasons, but humans or other biological beings that are exposed for too long inevitably transfur - though the process can be semi-delayed some by holding your breath. Too bad that as more and more of the corridors get flooded with the stuff, the likelihood of wading through it safely sharply diminishes. Best be making good time if you ever want to see the light of day as anything other than a fuzzy beast again.*

Dangerous Backtracking [+400] - *Areas that you backtrack through seem to always have more dangers than they did the first time through, with more latex beasts prowling about or even a bunch of them that have chosen to lie in wait then ambush you when you least expect it. These beasts are clever and will use some unconventional tactics such as embedding themselves into the walls or clever lures in order to snatch the unwary, making going back to search for resources or scavenge for supplies exceedingly risky.*

Aquatic Turf-War [+400] - *The Aquatic Inhabitants, split between both squids and sharks, are in the midst of a (friendly) scuffle and they've somehow been convinced that you're the one they need to end it. Though the aquatic beasts are loath to leave the comforts of their home and the pleasures of the water, they're willing to hunt and search for you all throughout the facility in order to get you. They'll even get the assistance of other latex beasts in luring and trapping you so long as they're the ones who get you in the end and if you ever enter the Aquatic zone for any reason, every latex there will home in on your location without fail. Go in with the expectation of flying latex sharks being flung at you, one way or another.*

Wolf King's Decree [+400] - *The Wolf King has been watching your progress for a good while now and has decided that the best time to strike is now. He's made a declaration to his pack to bring you before him no matter the cost and now you have a horde of dark latex wolves scouring every hallway and room in search of you. You have no idea why the crazy wolf would even be out for you specifically (well, the wolves are also after Colin if at all possible so it's not 'just' you) but he's certainly made the facility way more hazardous to navigate now. You'll just have to hope to keep ahead of his wolves for as long as possible.*

Stiger's Obnoxious Pranks [+500, can be taken three times] - *Stiger has taken notice of your arrival and your journey throughout the tower and has clearly decided that you are the perfect target for his pranks. Namely, the sort of pranks that involve trapping you in a room with dangerous latex and snickering to himself as you struggle to find a way out. Whether it be by dropping loads of heavy boxes loaded with various latex animals near doors you need to go through, barring certain entryways or exits with his super-tough latex webs whilst you're being chased, alerting hordes of latex beasts to your positioning or any number of other tricks and tapes, you can expect the fused beast to be chuckling to himself at your misfortune somewhere.*

Blood In The Water [+500] - *Tiger Shark clearly isn't the type of guy to take no for an answer and instead of just letting you and Colin off so he can hang with Squid Dog, he has instead made it a goal to make you both into his new playmates. Screw sticking around in the Aquatic Area, he's a shark on a mission! And that mission is to transfur or convince you & Colin to stay with him and the Sharks no matter what. Despite feeling uncomfortable on land compared to water, he's a relentless pursuer and will always be close behind no matter where you go in the facility. Making things worse is that Squid Dog, along with a small group of squid pups, have decided to tail him as well and won't hesitate to assist him if at all possible.*

What A Head-Ache [+500] - *The Orca Hydra is constantly shaking the building and damaging certain systems in the area near to their habitat - systems you need operational if you want to make any good progress. Your best hope is to go down there and try to see if you can find its missing head or otherwise calm them down, but the inherent dangers of being made into its new head if you fail make this risky. You could also just beeline it for the generators and such that need repair, but they'll most likely just get broken again if you don't address the source of the problem.*

Puro's Decision [+600] - *Puro is increasingly being convinced that between you & Colin, one or both of you probably are not making it out of the facility. He'd love it if you all could go, but between his lack of a host and the fact that the three of you have drawn so much attention to yourselves on your journey to reach the exit, he fears neither you nor Colin might make it before the worst outcome happens. With Dr. K all but whispering in his ear, Puro is at the cusp of a decision; to spare you and Colin further pain by assimilating or making you into his hosts, or by having faith that the three of you can make it together without needing to sacrifice anything, no matter how bleak it may seem. You're not sure which one he will choose, but maybe you can influence his decision before the critical moment?*

Elder One's Trial [+600] - *The Elder One won't let you pass by to the deeper levels of the complex. Not unless he's convinced you are strong enough to survive on your own. So to prove your worth, he's decided to constantly do surprise attacks or sudden interrupts involving either his grasping hands or bursts of dark green crystals that you have to endure and escape from. Succeed, and he will let you go until the next 'trial'. Lose, and forfeit your freedom and individuality. If you manage to pass all his trials to confront him directly and get by successfully, then you're homefree. But that's not going to be easy at all, and there's a lot more to be wary of than just the Elder's constant assaults.*

Waking Sleeping Giants [+600] - *Apparently the spread of the White Latex Forest was more severe than anticipated, given you're finding it present in areas where it probably shouldn't be. And worse than that, there are more than a few Behemoths poking out of the seas of light latex - asleep for now, but liable to wake up at any minute. You need to be careful moving through these areas not just because of the fact the forest could rouse itself and swarm you with herds of light latex goo beasts, but because even a single Behemoth waking up and taking a swipe at you would be all but guaranteed assimilation or transfurmation. Move quickly but quietly if you want to avoid said outcome.*

Need A Tail? [+800] - *Tail, or perhaps some derivative creature, has emerged to shadow your steps and haunts you relentlessly as you explore the complex. Unstoppable and completely relentless, the powerful beast will tear through absolutely everything in its path to get to you and will not stop its pursuit for even a second. Doors, walls, traps, losing it through multiple winding halls, not even other latex will halt its hunt for you. Same goes for Colin should it end up aware of him - at which point, the both of you will become its prey. Hope luck is on your side and start making headway if you want to see tomorrow as yourself.*

Scenario

Escaping The Facility: *You've been stuck in the tower and the labs for a long time now. As a subject for Thunder Science's desperate and failed attempts to solve the unsolvable, to cure a disease that could not be cured. And you've grown tired of it. There's a world beyond the white*

walls and the glass, one so close but yet so far out of reach. All it would take is for you to start taking the steps necessary to get out there, to go and leave this place behind.

But there are others who want to leave as well. A fellow subject, Colin, and a highly intelligent dark latex named Puro. You could leave, but what about them? Leaving them behind just doesn't sit right with you. So you'll help them out - maybe not take them all the way to the exit with ease, but guide and help them through this until they reach the end and can rejoice alongside you. You'll save the both of them no matter what it takes.

Success here hinges on not just supporting and helping Colin & Puro get to the exit to the facility successfully, but also in keeping them both 'alive' through it all. Colin getting transfurred by a roaming latex beast, even if he still decides to leave afterwards, would count as a failure. Puro entering his regeneration cycle due to lack of a host or worse, having to transfur Colin as his host, would also be a failure. Both must successfully leave whilst still being 'themselves' mentally at the end of it. Optional objectives can be assumed involving convincing Dr. K to also leave and the gathering of latex beast allies who may decide to leave as well.

Upon successful completion of the Scenario, you may freely import every latex beast in the facility (including Dr. K) along with their respective habitats and ecosystems into any future jump.

End

Your 10 years are up and it is time to make a decision; will you choose to Stay or will you choose to Leave?

Stay:

You stay. You embrace the affection and care that the latex beasts have given you amidst a ruined world and remain with them, to see what they make of it. Your journey ends here.

Leave:

You leave. The latex beasts are sad to see you go and might not understand where you're heading to next, but they know that somehow, you will be okay.