

# ALIEN TECHNOLOGY

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## OVERVIEW

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The Alien Technology document will present various major alien technologies present within the Destiny Omega/Gelitech story world. Biogel itself will be presented in a separate Biogel document. Biogel Goods And Services will also have its own document.

## DIGITAL GORGON

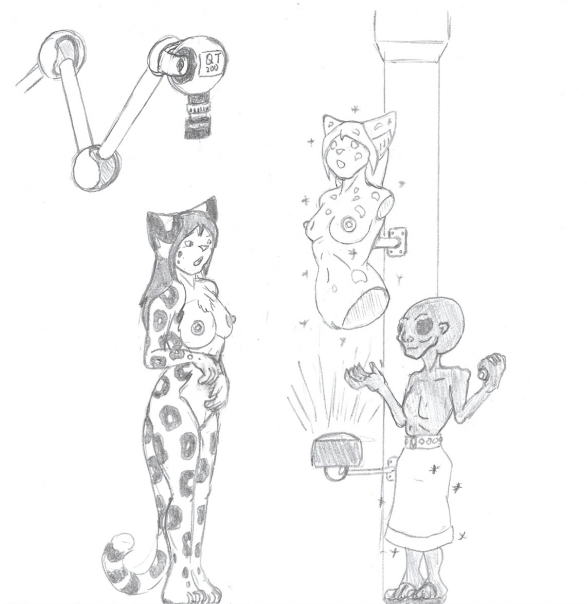
Alien Technology - Transformation - Petrification - Recreational

Invented by a race of diminutive race of aliens known as the zexta, the digital gorgon is the common name of a variety of camera-flash-like devices which are capable of instantly transforming a living organism into stone. Depending on the exact nature of the particular device, the type of stone or gemstone can be selected beforehand. Larger devices are even capable of creating new stone, apparently out of thin air.

The principle active component of a digital gorgon is a highly exotic lens placed over the device's camera flash. Containing exotic minerals including trace amounts of the infamous purple slime, the lens will become active only when a specific combination of wavelengths of light passes through. Almost any living thing within it's highly directed core cone, out to its designed range, will be instantly converted to stone upon activation. Each activation, however, causes permanent deterioration to the lens. Most lenses can only be used fifteen to eighteen times before becoming ineffective.

Larger digital gorgons are notable for two particular properties absent in smaller versions. The first is that their lenses have a 'memory' of those who they've transformed. As long as the lens has remaining useful life, a second standard flash will restore the transformed individual to their former form, within about 72 hours. After that time, the reversibility chance diminishes by 15% per day, up to 7 days at which point the transformation becomes totally irreversible. Transformation is also rendered irreversible if the lens runs out of useful life before the reversal is attempted.

Large digital gorgons can also use a separate force projector to define volumes in which stone is to be spontaneously generated. This is typically used as a shortcut to create complex stone artworks, or as a means to craft unique one-off mountings for other transformed subjects.



The range of stone types available to most digital gorgons is quite broad. Pure gemstone is the most popular, as are less complex mineral composites. The most complex mineral composites, as well as specific mineral patterns, require a larger type digital gorgon.

Digital gorgon lenses are difficult to come by. Tiny comm sized lenses with accompanying software can be obtained for no less than €50,000 is one knows just where to inquire. Large type lenses sell for no less than €400,000, and their accompanying force projectors for no less than €4,000,000.

Complete digital gorgon devices are much rarer, though an occasional few have been found in public including comm-sized gorgon cameras, specially equipped hover-drones, and a handful of fixed, public access large types mounted in special venues. These have never been found for sale, however, so any estimate of price would be purely speculative.

## KEY'VIN'TA LESSER PORTAL

Alien Technology - Soul Energy Capture - Heavenly Hells Peril

When it comes to knowledge about the precise workings of ancient key'vin'ta 'technologies', only the most dedicated researchers can claim to have scratched the surface. Most largely remain a mystery, labeled 'exotic transdimensional devices' or 'transdimensional mind-energy facilitators' or a number of other seemingly scientific but actually quite meaningless terms. Of these total mysteries are the dozen or so 'lesser portals' which the key'vin'ta once used as pathways for their priests and priestesses to travel around planets instantly and often in secret.

A key'vin'ta lesser portal is a fairly simple collection of components. There is the gateway itself, of course. This is connected to between four and eight soul capacitors through a dozen or more soul snares.

The lesser portal gateway is a simple sheet of purple gobzite embedded in a very large frame or arch. Normally, the portal is completely solid and inert. Only when the requisite number of individuals are simultaneously entered into the soul capacitors, and an ordained priestess initiates activation using her staff, will the portal energize into an undulating sheet of glowing purple slime.

The energy of four souls is generally sufficient to travel to another portal a quarter of the way around an average world. They will keep the portal open for roughly three minutes or until twelve individuals have passed through, whichever comes first. Six souls will allow travel about halfway around a world. Eight will allow travel anywhere on a world. The target portal does not have to be locally powered in order for individuals to arrive there. The power comes from the initiating portal.

In order to direct the portal to its desired destination, one must have at least one soul within the portal's soul snares who was snared within fifty meters of the destination portal. For this purpose, it is customary to use one of that

portal's soul capacitors to do the job. No energy is generated in this case, and the soul is captured in the snare with a permanent fixation on the portal. The priestess will then use this particular soul's fixation to guide the other soul snares around the lesser portal to the desired destination, fixing the portal link and allowing for passage.

Lesser portals are one-way devices. A traveler can only move from the activating portal to the destination. Those attempting to enter the destination portal will find it as solid as stone.

To those passing through a portal, it typically feels like pressing oneself through a seemingly unending mass of thick, sticky slime. The surface of the slime takes some effort to pass through, but once within the blackness of the portal passage, it feels somehow both heavy and light at the same time. It hugs the body with a disturbingly comfortable snugness that seems to beg the traveler to linger. It's not about the destination, after all, but the journey instead. The slime seems to promise a long, comfortable journey, and one with the prospect of considerable pleasure the further one presses onward. The slime's undulations are quite physically stimulating, and threaten to force travelers to pause and consummate the pleasure which it imposes upon them.

Pausing within the portal passage is an extremely perilous thing to do. A traveler only has the three minutes from portal activation to make it fully through the passage. If they don't exit in time, they will be abruptly absorbed by the slime and sent straight into the bowels of the Nine Heavenly Hells.

Lesser portals are actually reasonably safe to use, if they are kept maintained. If a portal becomes inactive, or is damaged to the point where new soul snared and capacitors are required, a great deal of care is needed to ensure that it will operate as desired. While most problems simply result in no activation at all, one potential issue warrants considerable caution.

If the portal gates of all of a lesser portal soul snares' original snare points are destroyed, the portal becomes completely delinked. Although the portal will usually still open, it will have no destination. 99% of the time, all who enter will be absorbed and sent straight to the Hells. The other 1% of the time, those entering the portal will arrive at a destination portal, only they will arrive at a time during which that portal still existed. It is unknown if this effect can be controlled, as even the modern Xinta priestesses are loathe to experiment.

Prior to the appearance of the still living key'vin'ta priestess Ki'su, no known functional lesser portals existed anywhere in the Fey'li Empire. Rumors of one in the old bunkers beneath Key'von Rock are associated with her appearance, though as they have always been restricted to public access these rumors are just that.

Ki'su has helped the new cadre of priestesses at Xinta build dozens of new lesser portals, creating a network leading to significant key'vin'ta sites all over Maria IV. These are mainly used to entice tourists to come to Xinta 'the key'vin'ta way' for various events throughout the year. At times they may be used for 'grand tours', taking wealthy souls on a worldwide tour of major key'vin'ta sites in hopes of large donations and perhaps even a few upper class souls to help sate the Hells' desire for unending new playthings.

It is rumored that a variant of the lesser portal has been installed upon the Destiny Explorer. This portal takes power from a highly customized soul capacitor installation as well as the ship's biogel network, allowing for instant travel at interstellar distances. Exactly how far one can go with this sort of installation is a matter of pure speculation. In all likelihood, only Ki'su herself would know, and thus far no one has dared to ask. Surely the answer would come with a one-way trip to the Hells and that's no something anyone seeking the answer is likely to risk any time soon.

For tourists and other members of the general public, portal travel is by invitation or application only.

## KEY'VIN'TA SOUL CAPACITOR

Alien Technology - Soul Energy Capture - Heavenly Hells Peril

If the average person were to be asked what they knew of key'vin'ta purple gobzite 'technology', chances are the first thing to pop into their heads would be the infamous 'soul capacitor'. It is a device as simple in form as its function is easy to understand. It exists solely to cast its victim's souls directly into the Nine Heavenly Hells, while extracting as much 'descent vortex energy' as possible in the process.

Each soul capacitor begins its life as an oval stone 'half egg shell' about a meter and a half tall, just under a meter wide, and about half as deep. There are several holes around the rear shell of the artifice, intended to allow energized purple gobzite to flow through it once it is installed. In order to turn this passive chunk of carved stone into a soul capacitor, a key'vin'ta priestess chains a captive into the opening and then uses their power to subsume further captives into energized purple gobzite slime blobs, casting their souls directly into the hells, and the gooey gobzite slime onto the chained captive. Eventually, this will 'take', causing the chained captive to be absorbed into the gobzite, which then draws itself into the opening, filling it and forming a concave outer surface.

Once prepared, a soul capacitor will remain in a gelatinous state as long as enough energy remains within the temple's interconnected purple gobzite 'systems'. Should anyone wander within five or six meters, it will reach out with a gobzite tentacle to grab its victim and pull her into its slimy mass. Once there, the victim is fixed in place, facing outward with all but her chest and head within the slime.

Should the connected systems require an immediate source of energy, the gobzite spreads over its captive. Once completely covered, the captive will be absorbed. As her soul spirals down into the Nine Heavenly Hells, the energy which wells up in the opposite direction will be captured by the capacitor and added to the total energy of the temple.

A soul capacitor can hold its captive, its charge if you will, virtually indefinitely. A captive needs no air or sustenance, produces no wastes, is immune to nearly all ills, and does not age as long as they are held within the soul capacitor. Maintaining the 'charge' will use up some energy from the overall system, however. In practical terms, therefore, a captive will never be held more than a few weeks, unless it serves the particular purposes or amusement of a key'vin'ta high priestess.

There are many soul capacitors to be found preserved throughout the Fey'li Empire. A few are incomplete, bereft of a purple gobzite filling. Most are complete, yet inert thanks to their lack of connection to an energized purple gobzite temple network. There are a very limited number which are kept active to some degree by exposure to transdimensional fields, though these often fail to try and snare victims even when prodded.

The only genuinely active and publicly accessible soul capacitors are located within the subterranean portions of Xinta Temple's eight power obelisks. As with all of the events, rituals, and whatnot associated with the newly reactivated temple, access is free of charge. Anyone who so desires can ride the levitating platform down into the depths and face the tentacles of the many unoccupied capacitors therein.

## KEY'VIN'TA SOUL SNARE

Alien Technology - Soul Capture - Soul Enslavement

What might rightly be regarded as one of the most powerful of the key'vin'ta people's purple gobzite 'technologies' is also one of the least known and least understood of the many such creations to be found within key'vin'ta temple ruins throughout what is now the Fey'li Empire. Generally referred to as a 'soul snare', these large capsule shaped vessels were crafted for one purpose alone: to capture souls which had been separated from their mortal bodies and enslave them for whatever use their key'vin'ta masters desired. Most of the time harmless, under the right conditions they can prove to be both extremely hazardous and astonishingly useful. Under the right conditions, and guided by the right sort of hands...

To the eyes of most observers, the soul snare is just a big capsule made of solid purple gobzite. About thirty centimeters long and about ten centimeters in diameter, the crystalline purple mineral looks to be little more than an odd curiosity from a time long since passed. It does nothing, and will do nothing, just like any other lump of raw purple gobzite.

When exposed to a transdimensional energy field, such as those which are formed by masses of energized purple gobzite, a soul snare will begin to glow. If no soul is held captive within it, the first soul to be parted from its mortal body within fifty meters will be drawn forth in a stream of purple sparkles. This soul stream will be pulled into the snare, where it will be imprisoned until some other process removes it.

A soul snare victim experiences their capture as something not unlike spiraling down into a vivid purple whirlpool, from the blackness of death to the mind bending purple of gobzite purgatory. They will then be left floating, a raw mind stripped of all physical form and senses. They will remain conscious as long as the snare is energized, but will experience nothing unless a key'vin'ta priestess wills it.

While it is known to those who research key'vin'ta matters that soul snares served many purposes within and outside of key'vin'ta temples, there is little remaining evidence of these many uses save the two which have been recently rediscovered during the process of reactivating Xinta Temple. The first of these is the guidance of lesser portals. The second is the staging and control of the lenses of greater portals.

In order to ensure that a lesser portal stays connected to its intended destination, a number of soul snares will be installed in the structure around the portal proper. One must have been snared within fifty meters of the desired destination. A key'vin'ta priestess will then use it to fixate the remaining souls on the desired destination.

In order to operate a greater portal, many souls must be passed through each guiding lens every time the portal is activated. The first lens is used to separate souls from their bodies, and the soul snares in the chambers between the lenses are used to hold them ready for the next portal activation. During each activation, the souls in one level are pulled through the lens into the next level down. Some are lost to the level of the Nine Heavenly Hells corresponding with that lens, souls which must be replaced before the next portal activation.

Soul snares are shockingly common and found on the open market for anywhere between €10,000 and €100,000,000 depending on their particular provenance and proof thereof.

## LUMARAY

Alien Technology - Transformation Peril

As the lovely tigress twirls around the pole, ethereal beams of transformative energy sweep through her body, converting her flesh and bone into softly luminous gelatin filled with a rainbow of brightly glowing spheres, diamonds, cubes, and other geometric shapes. Despite being designed purely for the visual entertainment of live audiences, the transfiguration is no tame illusion. It is, in fact, very real, and the many varied responses expressed by the dancers to the effects it has on their body are a significant part of the fun.

What makes the lumaray so unique and so entertaining is that its transformation reverses instantly whenever an affected portion of the subject's body passes out of the beam. Dancers can cavort around in the beam, constantly shifting parts of their body between normal and transformed, or 'lumalized' states. As the beam varies in position and breadth, it combines with the dancer's movements to create an entrancing swirl of luminous transfiguration upon the stage.

Despite the extreme degree of alteration a lumaray causes to any subject caught within its beam, it has no discernible effect upon her mind or physical abilities. It does, however, make the subject's lumalized areas feel like warm, syrupy liquid, tightly contained within a stretchy, compressive outer skin. It feels smooth and oily, not unlike the feeling of certain polymer slimes. Despite its relative solidity, at least in the subject's mind, the lumalized areas are also very, very squishy, with no internal structure to be felt.

The subject of a lumaray beam can feel the geometric shapes floating around within the lumalized portions of her body. These lumps feel hard, but vague. If moved by external force, they will slowly float back into their initial position once the force is released. These positions, and the color and shape of each of the shapes, are unique to the individual, though the closer the relationship between individuals, the closer the pattern matches.



Should the energy beam turn off suddenly, the lumalized portions of the subject's body will be locked into their lumalized state until they are swept by the beam again. This has no deleterious effects on the subject.

Should the subject place herself in a position where the entirety of her body is fully lumalized, even for the briefest of moments, the transformation becomes permanent and irreversible. She loses her ability to speak, but in exchange she no longer needs to breathe, eat, or drink.

While most venues that offer lumadancing generally ensure that their beams aren't allowed to go wide enough to fully transform dancers outright, they can't always predict just how the dancer might move at any given moment. Relatively broad settings are required

to create a visually appealing show. Thus, the possibility that the dancer might make just the right movement at a time when the beam is at just the right angle and just the right width is always present.

For establishments that offer genuine peril-play shows, lumaray beams are given far less conservative settings. While the chance of outright transformation due to an overly broad beam setting is still rather low, there are far more opportunities for a dancer to let herself get fully caught within the beam. To encourage matters, prizes are often offered to dancers based on how much of their body they can have transformed without actually going all the way. Better still, audience members are often enticed onto the stage to face the lumaray, almost always ensuring as short and entertaining show that leads to a quick full body lumalizing.

The origin of lumaray devices is unknown. They arrived in civilized space along with the traveling aveyka carnivals. One of the few such devices that the aveyka are willing to sell on a commercial scale, and being so relatively 'benign' in nature, lumarays can be found throughout the Fey'li Empire. While almost all are used for entertainment purposes, there has been some scientific development toward using the devices to generate rapid 'genetic' profiles as a means to complement more traditional methods for identification and security purposes.

A typical set of stage lumaray projectors, three each for ceiling and stage surface mounting, costs roughly ¢200,000 on the open market. Single ray projectors can be had for as low as ¢25,000, though these tend to be a bit more hazardous as a much wider beam is required to create the sort of striking visual effect achieved by the combination of smaller beams present in a typical stage set.



## VON'KIR ARTIFICE

Alien Technology - Transformation Hazard

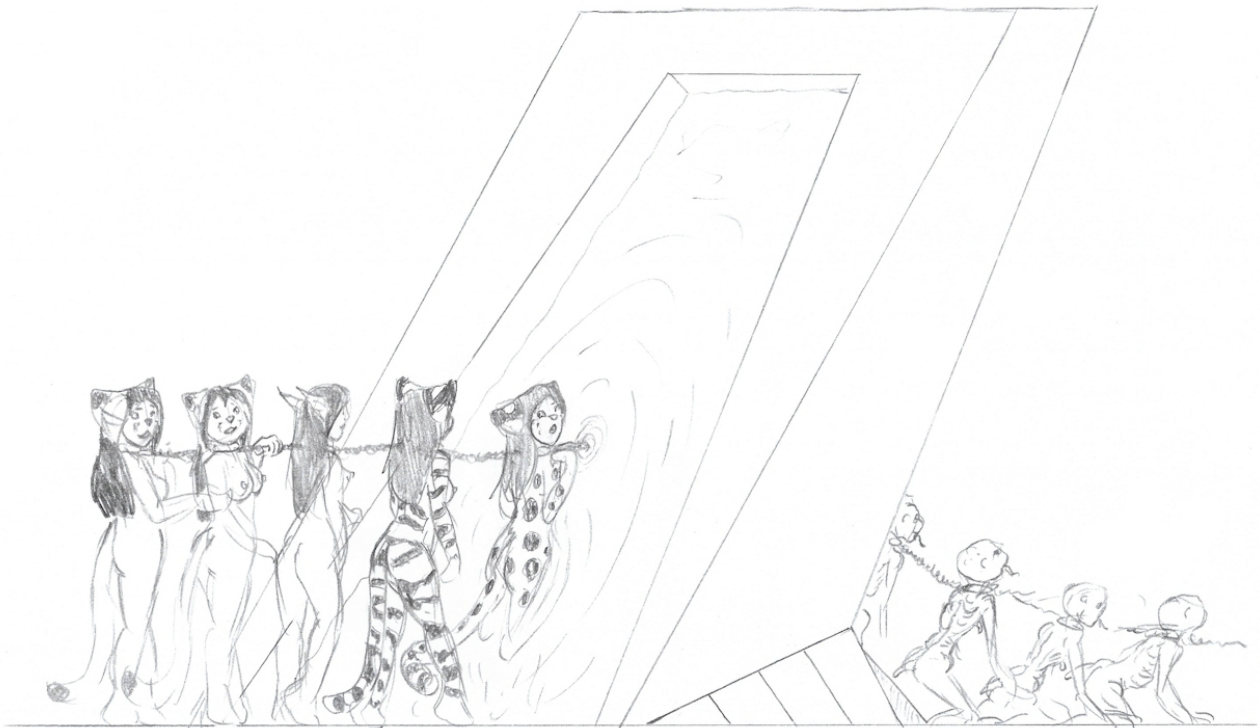
Throughout the Feyli Empire, numerous sites, still largely intact, speak of the ancient von'kir race and the transformative treatment they so thoroughly enjoyed imparting upon anyone they might get their bony hands on. Directly competing with the key'vin'ta for territory and populations of captive servants, the von'kir failed to establish any lasting foothold for their empire. What they did manage to do, and much unlike their rivals, was to leave a lasting, and largely intact legacy in the form of the vast city of V't'ori and the countless works of art and artifice which they had managed to insinuate into native religious structures, particularly those of the elf-eared ashiri.

Most famous among the many artifacts are the physically transformative ritual and recreational devices which were left behind by the von'kir. Though they were intended for use in different social environments, all have the same ultimate effect: to transform subjects into gibbering, emaciated mockeries of what, and who, they used

to be. Pets, known as shu'rivs, collared, chained, and kept solely as a status symbol by their new masters.

The most common of these transformational artifacts are the so-called 'obsidian tables', floating black stone altars who's purpose was to ritualize the shu'riv transformation. Most commonly seen among the ashiri, subjects were expected to willingly come to a 'temple' and lay themselves upon the table. Bound in place by exotic energy, they would be slowly transformed by an energy field washing over their bodies from the feet upward. The transformation is said to feel tight, leathery, and quite 'interesting', especially as it shriveled away the subject's physical sex. Once the transformation was complete, the subject might be released, or 'dissolved' by the table, only to reappear someplace else, where they would be re-formed by a companion 'obsidian bed'.

Much rarer, and much sought after, are the portal-type devices. Recreational in nature, these were used to toy with, play with, and eventually coax whole groups of subjects into



willingly trying shu'riv transformation in a seemingly non-committal fashion. These portals contain a constant energy field which will transform any subject, or subject body part, which passes through it. Unlike the obsidian table, transformation by the portal is reversible, though only after the subject has been completely transformed by fully passing through it. For every ten minutes that passes after transformation, there is a cumulative 1% chance that passing back through the portal in reverse won't reverse the transformation, and it will become permanent. The von'kir would generally make sure they could get a whole group to try the device and 'forget' to send them back through in time, unless they had some other goal in mind, such as building trust and getting locals to willingly aid their expansion into the surrounding areas.

The rarest of all von'kir devices is the field projector. These devices come in a myriad of physical forms, intended for various mountings, or even hand-held use. All of them work their dark magic by projecting planar fields of various size and sending it floating off in whatever direction it was pointing. This field works just like the portal, transforming any body part that passes through it. Unlike the portal, this transformation is permanent.

Von'kir artifacts are rarely found for sale, though they are almost all located in places accessible to the general public. Recent auction prices suggest that, in theory, an obsidian table or mounted projector could be acquired for about €2,500,000; while a portal would fetch €50,000,000; and a handheld device upwards of €65,000,000.

## VON'KIR Q'LUXATIA

Alien Technology - Magic Enhancement - Transformation Hazard

When, many millennia ago, the von'kir retreated from direct involvement in what is currently the core of civilized space, they left behind countless fully functional examples of their shriv transformation artifacts. Most would function in a fully automatic fashion, transforming anyone who might happen to touch, mount, or otherwise engage with the device. Some few required deliberate activation. Fewer still could be controlled to some degree. All could be fully understood in both their operating and historical contexts, however, save one particularly mysterious type that seemed to have vanished along with its creators. At least, until now...

The q'luxatia was referred to in many ancient text, particularly those associated with the ashiri people during their time of virtual enslavement by the von'kir. Supposedly, von'kir 'priestesses' would have this device permanently implanted in their bodies in order to give them the seemingly magical ability to summon transformation fields virtually at will. While the tales of such priestesses were many, and depictions of their abilities found with considerable frequency among ancient von'kir ruins, there was no way to confirm the actual existence until the arrival of a lone von'kir priestess in the city of Mashiva in the year 4617.

The von'kir priestess initially chose to do her work in the shadows, operating an obsidian table spa in a disused storage room in the basement levels of Northwestie block 4-6. There, she would snare unsuspecting wanderers and transform them into shriv. These shriv were then sold to various shady figures as pets. Before long, however, she would become caught up in the more public side of the xeno scene, and discover that she could find far

more, and far more willing, subjects for transformation, and a far wider market for the results.

It was in this priestess' transition from private to public transformations that she revealed herself to be in possession of an example of the fabled q'luxatia, in all it's amazing transformative glory. She could summon glowing, yellow-green sheets, waves, bubbles, and virtually any other imaginable field shape to transform her willing victims all at once, bit by bit, or sometimes just partially if she was paid enough in advance. It was just as the old tales and depictions described.

It wasn't until mid-4618 that anyone actually got to see a q'luxatia itself. As it turned out, the priestess hadn't just come with the one that was permanently entrenched within her now quite useless uterus. She had brought quite a few, in fact, in hopes of eventually recruiting others to help spread her increasingly profitable business.

The q'luxatia proved to be strange, flattened egg shaped devices crafted of the same obsidian-like material as the obsidian tables.



Each was just the perfect size and shape to occupy an average humanoid's uterus without causing it to expand in any outwardly visible way. Two prehensile obsidian arms were provided to fill the fallopian tubes and draw upon the 'ovarian energy' of the user in order to function. A long, girthy tail was provided to occupy the user's vagina, while hook-like forward extension served to ensure that the user would find any use of the artifact's transformative powers to be quite pleasantly stimulating.

Insertion of a q'luxatia is quite uncomfortable for a new user, though it is an experience that they need only endure once in their lives. Once the artifact is inserted, it becomes fused with the flesh of its user. It can never be removed so long as she lives.

Unfortunately for non-von'kir users, a q'luxatia can be more perilous than useful during the first few moments, and even weeks, after insertion. It is activated by a combination of deliberate abdominal muscle movements, and its effects composed and directed via force of will. Without any prior experience, accidental activation is more or less guaranteed, and without foreknowledge of how to compose and direct the resulting fields, where they wind up forming and moving can be quite random. Being that only von'kir are immune to the fields, there is more than an even chance that the first victim of a new user's q'luxatia is the user herself.

Fortunately, full transformation is required to fully transform the new priestess into a shriv. With a bit of effort and luck, she can figure out how to reverse the transformation before timer for reversal runs out. Unlike other von'kir artifacts, the chance for successful reversal is 100% within the first two hours, minus 1% for each successive half hour that passes beyond the first. This assumes, of course, that the new priestess can figure out how to generate a field that only passes over the previously affected portions of her body. This is the same process used for reversing transformation for any subjects of her generated fields, though she is unable to reverse her own transformation should it become fully completed. In this case, she is permanently

stuck as a shriv, with the added bonus that she has the ability to randomly generate transformation fields whenever someone dares to manipulate the hard shape embedded within her emaciated belly.

Random field generation is an inherent hazard for all q'luxatia users. There is a very small chance that they might generate uncontrolled fields whenever experiencing erotic arousal. Direct sexual stimulation is almost sure to cause the generation of uncontrolled fields. During sleep, there is also a chance of uncontrolled field generation, though this is rare for users sleeping alone. Users sleeping with a companion have a more significant chance of generating a random field, though whether or not this finds its way to said companion is as random as the chance of field generation.

There is currently no way to purchase a q'luxatia, though some efforts are known to be underway to procure a reliable source. Those q'luxatia that do exist are all located in Mashiva and its surrounding areas, given to various individuals as gifts by the mysterious von'kir priestess. Each of these follows in her footsteps, making small fortunes by selling temporary transformations, or by selling the results of those who are willing to be permanently transformed. Prices are variable, though they tend to run 750 for a safe forty-five minutes, 600 for a fairly safe three hours, with 25 being taken off for each subsequent hour down to a minimum price of 100. Should the transformation prove irreversible, the priestess gets to sell the results on top of the fee, typically for 500, though individuals of special interest might fetch far, far more.