

Caruna the Rosy Maple Moth Race

Codex

Name: Caruna (plural Carunae or Caruna)

Genders: Male and female.

Height: 4'10" - 6', with males averaging 3-6 inches taller.

Weight: 80-180 lbs, with males averaging 10-20 lbs heavier.

Hair: Blonde or lighter shades of red. In addition to the hair on their heads, females have tufts of fur-like hair around their necks and wrists.

Skin: Pink and yellow with varying styles of patterns.

Eyes: Human-like with blue, green, pink, purple, yellow or white irises.

Hands and Arms: Two sets of arms. Four fingers and a thumb, similar to humans. Hands are covered in a tough, yet supple exoskeleton. Females have yellow or pink tufts of hair around the wrists.

Feet: Digitigrade and thinner than average, and ending in two claw-like toes.

Wings: Four large pink and yellow wings. Capable of flight as long as the caruna is not loaded down. Females in heat are only capable of flying for short bursts.

Antennae: Two fluffy antennae on their heads are extremely sensitive auditory and olfactory organs. They are also quite powerful erogenous zones, and it's a common for mating pairs of carunae to rub their antennae together as foreplay.

Breasts: Typically range from A to D-cup. During a heat, however, they can gain two or three cup sizes.

Penis: 5-9 inches.

Appearance: Superficially, the carunae appear to resemble Earth-bound moth species, particularly the maple rose moth. This resemblance is coincidental, however. Carunae are bipedal vertebrates more closely comparable to mammals. Their bodies appear mostly human-like, with two legs, four arms, and two large sets of wings on their backs.

Their skin is smooth and hairless everywhere but the head (and neck and wrists, for females), always pink and yellow in various patterns. Skin patterning tends to be genetic, although it's still not uncommon for children to have wildly different patterns from their parents. Gender plays no part in this coloration or patterning, males and females both show the bright pink and yellow colors.

Carunae hands are covered in a thicker type of skin, almost exoskeletal. It is tough, but also extremely soft and smooth as well. Caruna who work heavily with their hands tend to develop much thicker, more chitinous hands, while those who don't (a much more substantial portion of the population) retain silky smooth hands. Females also have a cuff of fur-like hair wringing the

base of this thick skin, whereas with males it simply ends, making it seem like the caruna is wearing gloves.

Their digitigrade legs are long, tapering down into thin limbs that end in clawed toes. One of the carunae's ancient predecessors possessed claws that were capable of adhering to walls and shear surfaces, though modern caruna have lost this ability, no doubt with their growing size and weight. As with any digitigrade species, their heels are raised off the ground, making them walk on their toes. However, males tend to be more "flat-footed", with more surface area of the foot in contact with the ground, granting them better stability and lifting power. Females remain the opposite, with raised heels to give them the appearance of wearing "high-heels".

Caruna wings are large, thick, and covered in downy-soft fuzz. The muscles that control these wings, located in the caruna's back and shoulders, can become extremely powerful, enough to lift the caruna off the ground and to sustain flight for extended periods. The current record holder for longest unaided flight is 27 hours, 6 minutes and 32 seconds. After spending extensive time on ships, in enclosed spaces, or when otherwise unable to use their wings, some carunae find their muscles have atrophied so much they have a reduced or complete inability to fly. Rehabilitation of these muscles can take months or sometimes years.

The tongue of the caruna is a unique organ. At a casual glance, it appears oblong and flat like a human's tongue, but coiled on the underside of the tongue is a slender proboscis, several feet long. The carunae originally used these tongues to obtain nourishment from certain plants on their homeworld, which were thorny and difficult to harvest. Now, however, their use has diminished. The carunae no longer needs the proboscis to survive, though they still use it to drink in casual circumstances.

Male carunae possess human-like penises, roughly 5-9 inches long (depending on the study in question). While flaccid, their penises appear slightly darker than the rest of their bodies. However, when the caruna is aroused, they glow with bioluminescent light. The exact color of this light varies from person to person, but is usually pink, yellow, blue or purple. Females, likewise, possess darker than average vaginal lips that glow when the caruna becomes aroused. Both possess nipples that glow with the same bioluminescent light.

Sexual Dimorphism & Reproduction: Carunae exhibit minor sexual dimorphism in their biology. Males, on average, tend to be larger, stronger and heavier. Females have tufts of fur-like hair around their necks and wrists (referred to as ruffs and cuffs, respectively).

In addition to the immediate physical differences, the sexes also undergo different changes when they go into "heat" (or "rut" for males). Females put on weight, becoming plumper in the hips and chest. Their vaginas also become extremely and constantly slick, puffing up and becoming much more sensitive. Males on the other hand gain slightly more muscle than average, and their penises puff up, becoming much thicker than usual (though no longer). Males also tend to leak pre-cum and have extended orgasms, sometimes lasting up to five minutes.

Several factors can lead into an individual's heat or rut. Typically females will enter into a heat every fourteen months, for a period of four days, until they become pregnant. Pregnancy usually halts these heats, though it is not entirely unheard of for some females to enter an unexpected heat while pregnant. Such individuals seem to have heightened effects from the heat. Massive increase to the female's hips and breasts are expected in these rare circumstances, and even after the effects dissipate the female will be left with larger hips and breasts than she had before.

Males can enter a state of rut upon sensing a female in heat's pheromones. Such ruts take several hours to truly kick in, and will last for several hours after leaving the vicinity of the fertile female. It is also possible for males to anticipate a female's heat and enter into it alongside her. In a study conducted on mated pairs of carunae it was observed that males and females who had been together for extended periods (10 years or more) would synchronize their internal clocks, entering into heat and rut at the same time, even if they are isolated from one another.

Other factors can lead to a rut or heat as well. Exposure to certain chemicals can overstimulate a caruna's antennae and trick their body into thinking it's time to come into season. For this reason, carunae ships possess top of the line air scrubbers, preventing foreign contaminants from affecting the residents aboard. Explorers or visitors to other planets also tend to carry breathing apparatuses, or else take medication to lessen the effects of their heat.

It is not uncommon for female carunae, especially those who are employed, to take medicine to reduce the effects of their heat. The physical effects (increase in hips and bust) are less pronounced, the female does not exude any pheromones, and the instinctive desire to mate is reduced to a slightly heightened libido. It is also common for males to take a separate medication to lessen their own susceptibility to the rut-inducing pheromones. At worst a male on such medication will achieve an erection on the presence of a particularly fertile female.

In addition to the physical effects of heat and rut, there are several mental effects as well. Males tend to become more dominant, with even the most shy and reserved men taking charge and becoming imposing walls of musculature. Females tend the opposite direction, becoming submissive, though certainly not shy. Both males and females are overcome with an intense desire to copulate, and in their lust-addled minds they don't seem to care who with. Groups of females in heat will attempt to have sex with each other to alleviate their desires, and males with no (or very few) females around will vie for dominance and fuck the weaker males.

Sex while in heat does not necessarily guarantee pregnancy, but it does increase the chances several times over. For best results, couples will copulate several times per heat. Joined mated pairs are frequently given "reproduction leave" during a female's heat cycle.

Carunae can breed with other species, though the chances of such a conception are exceptionally low. Both males and females would find it easier to breed with other species while

in their rut or heat, but even then the odds are not in the potential couple's favor. Additionally, the pheromones exuded by females in heat only barely affect other races. Only those with exceptional olfactory senses can pick up on the scent, and might only feel a slight increase in libido while in the presence of a particularly fertile female.

Society: Carunae live in a post-space age society, with all the amenities and luxuries that modern life grants. Their early history is one of extreme violence, much like that of Earth's humans, involving vast kingdoms and empires at war with each other. However, as the world entered into its industrial revolution, an unprecedented era of peace reigned. Nations across the globe came together, rather than split apart, in the name of scientific progress. Within decades they were no longer a fractured group of nations, but a world-spanning democratic republic. The next fifty years were remarkably prosperous, culminating in a manned mission to one of [ALSO REDACTED]'s moons. In another fifty years, they had already set up a colony on that moon.

Interestingly it was not the carunae's home planet of [ALSO REDACTED] that was first discovered in a planet rush several hundred years ago, but rather one of their other interstellar colonies, [THIS TOO IS REDACTED]. Given their already advanced state of technology, their integration into the UGC was relatively simple and painless.

Since the end of their bloody history, carunae have placed a much higher focus on science and culture. Art, music, poetry and fiction are common pursuits of carunae, and scientific curiosity is an everyday trait possessed by many. The arts of other species in the UGC are particularly interesting to the carunae who seem able to absorb new information extremely quickly. They are inquisitive and extremely quick studies, and it's not uncommon to see a caruna that is more learned on one or several other species' societies than they are.

When it comes to sex, carunae are relatively open. They do form mated pairs, taking oaths in front of friends and families similar to human marriages, and take those oaths seriously. Mated pairs rarely, if ever, "divorce." However, to the carunae, casual sex is not a violation of these oaths. Many couples in fact encourage polyamorous relationships. It is especially common for couples to invite others over during a female's heat. Even single carunae will often have several partners, perhaps even of different genders.

Technology: As a space-faring civilization, the carunae have a host of technology at their beck and call. They maintain and construct their own fleets of interstellar vessels, and have developed several different methods of capturing clean, solar energy. The primary method, used when the caruna start colonies on new planets, involves a massive satellite that "blossoms" with four large solar collectors, each one several kilometers long. The satellites are designed to take a beating, and will last for at least a century before micrometeors can damage the structure beyond repair. By that time, the colony should have established several permanent solar generators on their planet.

Caruna frequently wear pairs of special lenses that fit over their eyes, appearing as golden faceted domes, which contribute to their insectile appearance. These goggles contain heads-up displays, and easily integrate into the carunae's other utilities (including oxygen count, ship engine status, ammo count, and so on). The goggles also allow the caruna to switch between normal, night and thermal vision.

Sub-Races: The vast majority of the caruna populations are those described above. However, there are several offshoots that have arisen for one reason or another.

Albino carunae are pure white in color. Not true albinos, they have merely adapted to living in an arctic environment. The patterns normally present on caruna are only barely visible, and only in the right lighting. Albino carunae tend to keep to their cities near [ALSO REDACTED]'s north pole, but do get curious about the universe around them like anyone else.

Sidanius carunae are descended from the original colonists of [THIS TOO IS REDACTED]. Experiencing unforeseen radiation and other environmental hazards turned their skin black and orange, in stark contrast to their brothers and sisters pink and yellow.

There are also isolated cases where a caruna will have odd or even completely different coloration than their parents, but these cases of mutation are exceedingly rare.

Room Descriptions

New Description from Room #24 on Tarkus:

The surrounding expanse of flat, dusty fields is about as desolate as it gets, but even that hasn't stopped life, at least not yet. There's a few silvery plant stalks capped with iridescent blue leaves waving gently in the polluted breezes, somehow still here in spite of all this place has gone through. Stepping gingerly, you could go south or west from here. The Nova blocks passage to the east, and gray cliffs stretch up towards a cloudless sky to the north. **(If the ship is crashed:** You think that you might be able to climb those cliffs if you tried.)

(When PC goes up, start a timer. [MOTHGIRL] has been keeping track of how long their ship has been stranded. It crashed six days ago at the time the PC goes up the cliff.)

Room #1: CLIFFS&CANYON

From atop these craggy cliffs you can see the rust fields of Tarkus spread out before you. Looking down and to the west you can see the viscous black oil seas, while to the east you can see the wreck of the Nova. To your immediate west and east are impassable piles of junk and debris, leaving North as the only possible direction. You think you might be able to climb down these cliffs, if you wanted to.

Room #2: CANYON

A dull whistling passes through the small canyon you find yourself in. Rust and dirt blow overhead, scouring the landscape. To the north and east are impassable canyon walls made of rock and rusted heaps of metal. The rough hewn passage continues to the west and south. In the distance you can hear the faint popping and crackling of broken electronics.

Room #3: BY THE SHIP

The crackling of exposed wires is louder here. To the north you can see a large smoking wreck. A large ship has apparently crashed here, and recently too. It's not a terribly big craft, but certainly more than a simple expeditionary ship. You could continue down the canyon to the east or west, or else venture north, towards the downed spaceship.

Room #4: CANYON

The craggy, miniature canyon comes to a dead end here. It seems part of the wall has collapsed, blocking the way forward with rusted metal girders and heaps of stone. Wind howls overhead, and you can still make out the faint crackling of exposed electrical wires. The only way to go is east.

Room #5: SHIP ENTRANCE

Before you lies the shiny silver exterior of the downed ship. It gleams in the harsh red sun above; this ship clearly hasn't been here long. The rust and decay of this planet doesn't seem to have had any impact on it thus far. A door is set into the ship's side, partially open, with

an electronic panel nearby. Exposed wiring spits and sparks from the panel... clearly the door is malfunctioning. You could go north, into the ship, or south down the rusty canyon.

Room #6: AIRLOCK

You are inside the downed alien ship's airlock. Everything gleams with a white, pristine newness, as though this ship were fresh off the factory floor. Spacesuits line the walls to the east and west, designed for some kind of humanoid with wings, judging by the large backpack-like space in the back of the suit. There is a functional doorway to the north leading further into the ship, and a partially open door to the south leading outside.

Room #7: PORT CORRIDOR

This wide corridor is smooth and almost featureless. The only thing of note are the numerous hand railings on either wall, most likely used to propel oneself in zero gravity. The corridor continues to the north. To the west and south are doorways leading to other parts of the ship.

Room #8: PORT QUARTERS

This large room holds several bunk beds along the north and south walls. Trunks and dressers are set on either side, strangely out of place and visibly anchored into place with magnetic couplings. Unlike everything else you've seen of this ship, the trunks and dressers appear worn in and used. Even the beds are made, with new, unsullied white sheets and pillows, while the odd furniture is chipped, well worn and old. Maybe the crew bring their own dressers? The only exit is through the door to the east.

Room #9: CENTRAL CORRIDOR

This huge hallway is pristine, and seems to stretch from one end of the ship to the other. Hand railings dot the walls and ceiling

Mothgirl Encounter

Win Scenes

- >Fuck her silly
- >Get blowjob + antennae
- >Ride that mothgirl's face
- >Make her rim your ass

Loss Scenes

- >Ride cock
- >Ride tailcock
- >Grind cooches
- >Facesitting

Mothboy Encounter

Win Scenes

Loss Scenes