

ROWA

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OVERVIEW

The Rowa document will present all things Rowa related from the world of Gelitech/Destiny Omega. Several items listed in the contents have entries more appropriate to the collections within other documents, and each will direct to the appropriate document when applicable.

HIVE WEEK

Event - Rowa - Transformation

See the Sports & Entertainment document for details.

HIVES, THE

Disease - Rowa - Transformation

Hives, in xenoexperience parlance, is a 'disease' endemic to rowa hive environments. Caused by the sheer volume of particulate liquid rowa organic liquids in the stale hive air, the hives progress through several distinct stages prior to reaching the point where its effects begin to cascade toward an inevitable, thoroughly buggy, conclusion. The condition is easily avoidable, however, and tends to only affect those who are either careless, or actually seeking it out for the sake of rolling the dice on its often quite random results.

Anyone who might be psychically effected by the transformative powers of rowa 'bug juice' will begin to feel the effects of the hives after spending at least an hour within the confines of a rowa hive. The initial effects are slightly intoxicating, reducing inhibitions and helping one feel a bit more comfortable with the idea of spending time within such a foul, smelly environment. After another hour or so, this effect is enhanced, and an interest in exploring deeper into the hive develops.

The hives won't progress much further unless one remains within the hive for about 30 days without interruption. This is usually more than long enough for the rowa to convince one to imbibe their bug juice for a much quicker, more direct, and more predictable transformation. Sometimes, however, the rowa are amused by the desires of their guests, and allow them to experience the full course of the hives.

After about 30 days within a hive, an urge to denude comes over one, and the first signs of physical change appear. Patches of skin become firm and leathery, like the grub-like carapace of many rowa. These patches slowly expand over the next few hours, usually leaving the head for last. This eventually results in full transformation to some random lesser rowaform servant creature.

Progression of the hives can be stopped at any point by leaving the hive, but cannot be reversed once transformation has begun. The only way out of the partially transformed state, is to return to a

hive environment, and allow the condition to take its full course. While the results may be disgusting, they're almost always preferable to remaining in a chaotic sort of partially altered state.

A short term, 30-36 day duration vaccination against the hives exists, and is typically used by anyone traveling to the exotic, incomparably alien rowa homeworlds. Being that visitors are almost always required to let themselves be transformed into lesser rowaform at the conclusion of their business, it seems like a rather pointless waste. According to experts, however, enjoying the sheer alien wonder of rowa culture and hive architecture requires a clear mind, free of such inconvenience as the hives

HIVEWEAR

Clothing - Rowa - Transformation

In order to capitalize on the Feyli Empire's relatively open market for xenoexperience catalyst goods, the rowa developed HiveWear. An effective means to get individuals to commit their bodies to the hives in places where no hives exist, this "clothing" line is as fascinating as it is unpleasant to behold. Each piece effects the partial transformation of its particular body region, and can be mixed and matched to craft a variety of hybrid rowaform bodies.

Smelling of strangely sweet, earthy brine, each HiveWear piece takes the shape of a partial lesser rowaform body. These are all hollow, and split in strategic places to allow an individual to don them in the fashion of normal clothing. Inside, each piece is coated in a glistening, pulsating membrane of translucent black flesh. Some particular pieces have other interior features, such as protrusions intended to anchor in body orifices. These serve no actual sexual purpose, and instead act merely as visual and sensory inducements to pique the interest of prospective wearers.

Once put on, any particular piece of HiveWear will permanently transform its covered body area into a fully rowaform equivalent. Sensations of this process range from mildly pleasant, to surreal, to somewhat uncomfortable, depending on the piece and wearer. Rate of change is often quite variable, with different pieces taking different amounts of time to transform their affected body parts. Body proportions are left unchanged, and will remain so unless the wearer undergoes full transformation into a lesser rowaform, via the liberal imbibing of rowa "bug juice".

Most of the available HiveWear pieces have little effect on the wearer aside from the purely physical changes they impart. Removal of physical sex is the most notable of these changes. All lower body pieces eliminate the genitalia of the wearer, while upper body pieces eliminate mammary glands and other upper body secondary sexual features, depending on the specific species.

Mask-like HiveWear face pieces do have a considerable effect on wearers. Covering the mouth, nose, lower cheeks, and under the chin, these masks do much more than change the wearer's facial appearance. Oral protrusions delve deeply into the wearer's head, transforming the inner structure to resemble that of the rowaforms the masks are crafted to resemble. This involves a drastic change in brain structure and volume. Though it does not render the wearer as mindlessly servile as a typical lesser rowa, it does reduce the wearer's higher intellectual capacities. Personality becomes less individualistic, and the wearer gains a significant attraction to other HiveWear wearers, and rowa in general. The ability to solve problems via logic is reduced, as is technical ability in most respects. Memory is unaffected.

Anyone wearing a female worker mask gains the ability to spit aphrodisiac laden mucous. This can cause mild arousal and loss of inhibition toward rowa on skin contact. Should any amount be swallowed, this effect is enhanced, but not to the point of being either compelling or disabling. The worm mask has a similar sort of mucous spit, though it adds a mild and involuntary sexual attraction to the mix of effects. The trade-off versus the worker mask, however, is that the worm mask renders its wearer completely blind, though still able to sense a rough picture of the world around them via the heat sensitive areas around their new face.

The male burrogrub mask gives its wearer a prehensile, grub-like oral phallus which it can extend at will. Whenever extended, the wearer becomes intensely aroused and will find themselves wanting to stick their mouth penis into virtually any available orifice and fill it with transformative bug juice. They are able to control their urges, though extended periods of phallus exposure often lead to random and copious ejaculation. Should the mask wearer still have their original genitalia intact, the actions of both are typically synchronized. It is of note that for wearers with male genitalia, the original penis will also ejaculate

transformative semen, though not nearly in the quantities of the oral phallus. Like the female worm mask, the burrowgrub mask largely blinds its wearer.

In addition to the bug juice pumping oral phallus of the burrowgrub mask, the flea lower body pieces provide a long prehensile tail penis capable of ejaculating large amounts of bug juice.

Scout and scorpion lower body/tail pieces provide a stinger whose poison will render a victim hopelessly horny. They are quite nearly compelled to masturbate and are left perfectly willing to have sex with virtually anything. This, of course, includes rowa and is regardless of their feelings about rowa prior to being injected with the poison. The effect lasts between twenty and thirty minutes.

Flea and scout upper body parts provide wings. In most cases, these only allow a wearer to jump much higher and further than they might have otherwise. Should the wearer have other body pieces covering the lower body and legs, they will be light enough to fly for distances of up to a few kilometers at altitudes up to two hundred meters between one to two hours rests, several times a day. Should the wearer have all but their head transformed, they can fly up to twenty kilometers at three hundred meters between rests.

The initial offerings of HiveWear tended to be styled after the sportswear that Feyli have adopted as everyday clothing in modern times. Sport tops, bikini tops, bikini bottoms, bike shorts, full "pants", long gloves, and worker-drone masks made up the initial lineup. To these were soon added worm-body miniskirts, and pencil skirts. To cater to the more masculine crowd, soldier type HiveWear was eventually crafted, with chest pieces, abdominal "belts", shorts, full "pants", boots, gloves, full arm coverings, and pincer-mouth masks. More recently, burrowgrub, flea, scorpion, and scout based hivewear pieces have been added to the lineup in order to cater to the more varied curiosities of those interested in exploring the more specialized lesser rowaform abilities.

HiveWear Pieces:

Piece	Price
Burrowgrub Mask:	€125
Burrowgrub Full Lower Body:	€200
Flea Mask:	€150
Flea Spine & Wings:	€300
Flea Chest & Wings:	€350
Flea Bikini Bottom:	€200
Flea Shorts:	€220
Flea Pants:	€280
Scorpion Tail Bikini Bottom:	€150
Scorpion Full Lower Body:	€225
Scout Spine & Wings:	€300
Scout Chest & Wings:	€350
Scout Lower Body:	€150
Soldier Mask:	€100
Soldier Chest:	€175
Soldier Waist:	€75
Soldier Shorts:	€125
Soldier Pants:	€175
Soldier Boots:	€100
Soldier Hand Gloves:	€75
Soldier Elbow Gloves:	€100
Soldier Shoulder Gloves:	€150
Worker Mask:	€75
Worker Bikini Top:	€100
Worker Sport Top:	€125
Worker Bikini Bottom:	€100
Worker Bike Shorts:	€125
Worker Pants:	€150
Worker Boots:	€100
Worker Hand Gloves:	€50
Worker Elbow Gloves:	€75
Worker Shoulder Gloves:	€100
Worm Mask:	€50
Worm Miniskirt:	€100
Worm Pencil Skirt:	€150
Worm Full Lower Body:	€200

INTERMEDIATE ROWAFORMS

Sapient Species - Insectoid - Fey'li Empire

Every so often, the rowa will acquire a captive that seems particularly well suited to a particular purpose of importance to a hive queen. These purposes typically require far more intellectual capacity than that possessed by a lesser rowaform, far more flexibility than possessed by true rowa, and a specialized body ideal for the intended environment in which the desired activity is to take place. Social qualities also play a major role in these activities, requiring a degree of charisma that no typical rowaform can ever hope to possess.

To satisfy these requirements, the so-called intermediate rowaforms were developed. As with their lesser cousins, each was once a sapient humanoid, physically transformed into a rowaform creature. Unlike the lesser rowaforms, however, they are few in number and rarely seen outside of the specific situation for which they were created. With the rise of HiveWear in popularity and availability, many of the situations which might have otherwise seen the creation of an intermediate rowaform can be dealt with by rowa fetish obsessed wearers who are often quite willing to do the local hive's bidding without question.

One particular factor that can still make an intermediate rowaform the option of choice is their thorough indoctrination prior to transformation. Subjects are held captive by the living flesh of a hive itself, spending weeks being stuffed full of bug phalli and bug juice and wondering if every subsequent ejaculation is going to be the one that triggers their transformation. This goes on until the subject stops seeing themselves as a separate individual organism, and instead begins to believe that they are just one of the hive's countless constituent organs. At this point, a specially modified rowa egg is inserted into one of their abdominal orifices. It merges into their flesh, and begins to spread its genetic code into their cells, transforming them into an intermediate rowaform of the desired type.

Unlike lesser rowaforms, the physical sex of a transformation subject has no effect on what type of intermediate rowaform they can become. It does, however, affect the overall shape of their new rowaform body. Females appear more slender and smoothly curved, and often retain the appearance of having small, somewhat flattish breasts. Males appear larger and more firmly built. Mixed and alternative sex individuals may possess the qualities of both or neither. In no case are functional sexual organs of any sort retained.

A full accounting of the different types of intermediate rowaform has yet to be completed. The following is a sample of the more 'common' forms of which multiple examples have been observed, meaning that they are definitely not just one-off experiments.

Craftbug: Even the rowa require skilled labor for certain tasks, and the assembly of complex rowa living technology systems is frequently requires more than just an average level of talent. Craftbugs look similar to rowaform workers of more typical humanoid proportions. The craftbug transformation leaves only the subject's upper face and lower arms intact. In addition, it adds four more 'helping hands' in the form of insectoid arms with highly effective two-pronged grippers. One pair reaches over the craftbug's shoulders, with the other is positioned beneath their original pair of arms. Craftbugs also have a pair of luminous antennae reaching up from their foreheads, ensuring that whatever they happen to be working on is well illuminated. No one is really sure how many craftbugs exist, though it is known that skilled craftspeople are preferred for the transformation. Given the importance of their role, one might assume that there are countless such creatures hidden away in rowa 'factories' and 'shipyards', though given the number actually observed even in the few such studied environments, they may actually be just as rare as the other intermediate rowaforms.

Craftbobble: While craftbugs are the skilled mobile labor of the rowa world, craftbobbles are the skilled immobile labor of the production line. They look exactly like craftbots with bulbous lower 'booble' bodies. They cannot move of their own accord, and must be moved around by other rowaforms. They are virtually impossible to knock over, always returning to a vertical position owing to their shape and extremely low center of mass. More craftbobbles have been observed than craftbugs, though not in numbers large enough to suggest the existence of massive rowa industrial efforts. These have appeared in various tourist friendly rowa environments on worlds in the civilized core, typically showcasing rowa ability to assemble their unique forms of living technology. None, however, have ever been seen on the rowa homeworlds themselves, leaving one to wonder if their existence is primarily for the sake of helping to arouse curiosity in tourists.

Faebug: Faebugs look rather like taller, fuller figured lesser rowaform workers (see below) with four large wings. The faebug transformation leaves the lower face of its subjects intact. They are capable of flying, able to traverse over a hundred kilometers in four hours time, with rests of eight hours between full length flights. Exactly what purpose the faebugs were created for is something of a mystery. Though one might be inclined to assume they are a flying variant of the warbug (below), they greatly predate that development and those observed seem quite disinterested in showing any inclination toward talents with respect to the tactical arts. It has been suggested that they are intended as messengers between hives and nearby sapient communities, though given the rowa history of simply transforming those communities into hordes of new lesser rowaforms, this seems unlikely. Recent speculation trends toward the possibility that the rowa might have intended to farm sapient humanoids in some fashion, in order to ensure a continuous supply, though given the fact that modern civilization seems quite happy to offer that service at no charge, that seems unlikely as well. Perhaps, as with the merbugs (below), the faebugs originated as a means of

interacting with a particular, and yet to be discovered, flight capable humanoid species.

Lovebug: Once considered to be an entirely distinct insectoid species, the so-called lovebugs were the first of many different rowaforms to be encountered by explorers hailing from what is now the core of civilized space. A rare, yet highly effective means of temptation, these creatures exude charisma. Their bodies are somewhat similar to those of the lesser rowaform worker, though they largely retain their pre-transformation proportions. The lovebug transformation leaves their faces, hair, and lower arms intact. Unlike the three toed foot of the worker, their lower legs appear similar to high heeled boots for formerly female subjects, and more work-like boots or former males. Acting as scouts, emissaries, ambassadors, hosts, and sometimes even traveling merchants, lovebugs exist only to draw high value subjects into the grasp of the hives. Their only real tool to this end is their impressive charisma, backed up by an enticing, fruity, aphrodisiac scent that seems to follow them wherever they go. They are invariably quite touchy-feely, and despite their lack of physical sexual features are known for their ability to get a potential target cuddling. From that point, it's rarely long before said target is transformed into a lesser rowaform, or happily follows their new buggy boy or girl friend into captivity for less direct rowa purposes.

Merbug: Thought to have originated as an attempt to spread hive influence to the orakail people, this form appears like a buggy merman or mermaid, similar in overall shape to that used by Gelitech in their mermaid suits and body mods. The merbug transformation leaves the subject's face and hair intact. They can swim with considerable speed and dexterity, though not quite to the standards of an adult orakail, or the biogel mermaids inspired by them. The existence of merbugs have only become common knowledge owing to the Exotic Aquatic Biogel Games, where merbug form gelfighters have recently appeared in the

rowa team ranks to challenge the biogel mermaids of the other participating teams.

Serpentiworm: Serpentiworms are rowaform naga of up to eight meters in length. The serpentiworm transformation leaves its subjects' faces and hair intact. It also leaves their lower arms intact, allowing them to a high degree of manual dexterity compared to most other rowaforms. On the downside, their speed and movement dexterity are considerably hampered by their serpentine grub bodies. It is rumored that serpentiworms were created at the request of a powerful individual who offered his or her people in exchange for being given a special form that wouldn't affect the mind. This is supported by the fact that at least two known serpentiworms became such by offering significant gifts to the right hive and then requesting the specific transformation. All known serpentiworms are free of all forms of direct hive control, though they tend to be drawn into hive business nonetheless. Several work as merchants of exotic goods, earning hard currency for some of the more civilized hives, each supplied with a number of mindlessly loyal lesser rowaforms in order to help facilitate their business.

Warbug: At some point in the past, a rowa hive decided that, despite their effectiveness in intimidating civilian populations into submission, lesser rowaform soldiers weren't particularly effective against modern armies. While most hives considered massive casualties among soldiers quite acceptable, this hive decided that a shift from giant brawny brawlers to smaller, smarter warriors might yield far more efficient results. The result is a humanoid rowaform appearing similar to a lesser rowaform worker with more typical sapient humanoid proportions. The warbug transformation leaves its subject's lower face and lower arms intact in shape, though their color becomes matte black. The carapace of a warbug is similar in protective qualities to a suit of heavy combat armor. They also possess a natural, voluntary field effect generation that can deflect glancing energy weapon discharges in a fashion similar to a starship's shields, though unlike the latter a direct hit won't be affected. Thankfully, warbugs never quite caught on with

the rowa. The unimpeded ability to think ensured that they would never be unfailingly reliable soldiers. Those few that prove to be genuinely loyal as soldiers can sometimes be found leading hunts against particularly elusive foes.

Worbug: The disappointing results of the warbug development led to a far less disappointing use of the transformation on individuals with a high degree of technical education and experience. These 'work bugs' serve as the hive's connection to the modern technological world. Their work can be seen most readily in the tourist centers on the rowa home worlds, and in the similar areas to be found associated with the more urban of the hives now found in the core of civilized space. Engineers who offer their services to the hives may be invited to become worbugs. Doctors who show the ability to apply modern medical methods to the anatomy of the true rowa are almost always invited.

LESSER ROWAFORMS (FEMALE)

Sapient Species - Insectoid - Fey'li Empire

Female lesser rowaforms are characterized by their slender forms, lack of abdominal genitalia, and vertically slit mouths which resemble the female organs of a typical mammalian humanoid. They come in seven basic types, and all are the result of the rowa semen, aka bug juice, induced physical transformation of a sapient humanoid possessing female sexual organs or other physical features which involve female anatomy and/or hormones. This transformation is triggered when bug juice is inserted into any body orifice, no matter which or how much, and is irreversible once started. Exactly which form the victim will take is largely dependent into which orifice the rowa ejaculate is inserted, though sometimes the results can be quite random.

Layer: A worm-like rowaform which lives its life upside down, its lower body permanently encased in the roof of a hive chamber. This creature exists only to suck down bug juice and spit out copious quantities of eggs in return. While these eggs serve as a useful food source for true rowa, the one in fifty thousand that come out black, rather than white, can, with proper care, develop a new true rowa. Layers can be created when bug juice is injected both anally and vaginally at the same time. They are generally only found in the inner chambers of an established hive, though they may be found in more exposed areas in a developing hive.

Scorpion: A scorpion-like rowaform with a grub-like body composition. They are ground based hunters which can disable victims with aphrodisiac spit and disabling stinger. They are created when bug juice is applied anally. They are found mainly within proximity to hives where hunting is unrestricted. They can also be found within hives themselves, providing a degree of defense in certain exposed areas of the hive.

Scout: A semi-humanoid rowaform with a scorpion tail lower body and four large translucent wings. They are air based hunters who will generally engage only solitary targets, disabling victims with aphrodisiac spit and

disabling stinger. When confronted with a group of potential targets, they will attempt to assemble a group of more capable rowa hunters and lead them to their victims. These are created when bug juice is applied both orally and anally at the same time.

Squirter: A stubby worm-like rowaform that lives its life largely encased within a lump protruding from any type of surface within a hive. They act like defensive turrets, disabling intruder with intensely arousing spit. They are created when bug juice is applied both orally and vaginally. They can only be found within rowa hives

Succubus: A fully humanoid rowaform with distinctly female features. Created when bug juice is applied orally, vaginally, and anally all at the same time. Rarely seen outside of certain specific diplomatic situations where a visibly, and ostensibly functionally, female rowa would be useful.

Worker: A fully humanoid rowaform of diminutive stature. They are the main work force of a rowa hive, conducting all sorts of menial tasks for their true rowa masters. More recently, they have been employed hunting victims in civilized environments where their non-threatening appearance and ability to follow sometimes quite complex local rules will permit hunting activity to take place where it wouldn't otherwise. They are sometimes aided in this hunting activity by bug juice carrying, and applying, robots. Workers are created through oral application of bug juice. They are found wherever rowa can be found.

Worm: Worms are the least of the lesser rowaforms. They exist largely to exist, being created in large numbers mainly to reduce the number of active potential threats by reducing them to a truly helpless state. Their spit is somewhat aphrodisiac, though not enough to disable a victim. They are often incorporated into the structure of hives, with only their heads sticking out of hive walls, for little reason other than to keep too many errant worms from overrunning the place. In civilized areas, worms have proved useful for helping to

desensitize locals to rowa presence with their completely non-threatening form. Worms are created through vaginal application of bug juice. They can be found wherever rowa are found.

LESSER ROWAFORMS (MALE)

Sapient Species - Insectoid - Fey'li Empire

There are six basic types of lesser rowaform into which an individual possessing male reproductive organs might be transformed should 'bug juice' be injected into one or more of their body orifices. Exactly which form the victim will take is largely dependent into which orifice the rowa ejaculate is inserted, though in the case of male victims, the results are generally quite random.

Burrowgrub: The male version of the female rowa worm. They are capable of burrowing through soft soil and possess both oral and mid-body phalli which can be used to apply bug juice directly to their intended victims. Despite their functionality, they are generally considered to be a means to reduce threat populations en-mass, just as with the female worms. They are often found mixed in with their female counterparts, embedded in the walls of a hive. They are sometimes sent out of the hive with workers to hunt potential victims on the fringes of civilized areas. Burrowgrubs will only form when bug juice is applied orally. They can be found wherever rowa are found.

Captivator: More a structure attached to the hive rather than an independent creature, this odd rowaform is an immobile mounting for special captives of a hive. Their individual body forms are highly variable, but all contain means of fully restraining a victim, as well as means to dispense nutrients, dispose of waste, and when inevitably required, apply bug juice to any or all of the victim's available orifices. Captivators can form as a result of combined anal and oral application of bug juice. They are only found within the confines of a rowa hive.

Dangler: A stubby, worm-like rowaform that spends its life encased within a protrusion hanging from the ceiling of a rowa hive. Acting as a defensive 'turret', it can dispense copious quantities of aphrodisiac laden bug juice in order to disable intruders and possibly get bug juice into an exposed orifice in order to transform the victim into a new lesser rowaform. They can form

only through oral application of bug juice. They are only found within a rowa hive.

Flea: A giant flea-like rowa with a grub composition body. They can disable targets with aphrodisiac laden spit. If then can take a victim from behind, they will restrain and anally apply bug juice via their long prehensile tail. They are very aggressive and will sometimes flout restrictions placed upon them with respects to where and who they are allowed to hunt. Fleas can only form when bug juice is applied anally. They can often be found within proximity of a rowa hive. They can rarely be found further afield, hunting in groups of three to twelve.

Giant Scorpion: A giant scorpion rowaform with a grub-composition body. They can disable victims with aphrodisiac spit and disabling stinger. Disabled victims will have bug juice applied via the scorpion's oral phallus. Giant scorpions can only form when bug juice is applied anally. They are typically found only in well established hives, and in hunting grounds where they are able to hunt without restrictions.

Soldier: A rare giant humanoid rowaform with four arms and dagger-like cheek mandibles. They are able to disable victims with spit and hand-stingers. They will kill targets they aren't able to disable with relative safety. They may rarely restrain and apply bug juice to victims in moments of relative 'safety'. If able to capture a victim that has proved excessively frustrating, they will restrain the victim and disassemble the victim's brain using its needle-tube mandibles, learning the qualities though which the victim was able to resist so well in the process. They are well armored and tactically adept. Soldiers can only be formed via combined oral and anal application of bug juice. A well established hive may have between six and twelve soldiers in total. They are only seen outside the hive when they are sent to confront a serious threat that can't be dealt with using a hive's more conventional means.

ROWA

Sapient Species - Insectoid - Fey'li Empire

The Rowa are a sapient insectoid species hailing from Rowa Prime, located in the Rowa Core Prefecture of the Feyli Empire. Their lower bodies are grub-like, and they slither around while often trailing an almost invisible sheen of aphrodisiac laden slime behind them. Their upper bodies resemble ants, and they have four chitinous arms, each ending in a three fingered claw-hand. They live in vast hives which are ruled by a 'queen', and may have tens of thousands of individuals of the many rowa subspecies.

All true rowa are fundamentally sexless, at least in a reproductive sense. As a species, the true rowa reproduce using lesser rowaform species to perform both reproductive tasks as well as most menial and/or delicate labor. All members of these lesser species have been transformed from sapient mammalian humanoids. They retain very little concept of their former selves, and their overall mental capacity is quite dull. They exist only to serve the needs of the hive, and those needs are all they really know.

The details of each true and lesser rowaform subspecies will be described in their own entries (above and - coming soon - below).

The vast majority of currently living rowa are lesser rowaforms who were transformed from victims of acquired during the Rowa Conflict, a war that spanned the years 4555 to 4576 and resulted in the complete absorption of the Feyli Imperial Narri Thread and Aylin Rift Prefectures into the growing Rowa dominion. The exact origins of the conflict from the rowa perspective are still unclear to this day, though it is generally agreed that the Feyli Empire's decision to make Narri Thread and Aylin Rift into formal Prefectures was seen as a threat that couldn't be ignored. There had been a long history of civilians making small resource raids into rowa holdings and rowa raiding small unprotected operations in the nearby fey'li frontiers. The formalization of the prefectures created a hard border against the rowa, but did nothing to stop the raids into rowa territory. Indeed, it only seemed to have

emboldened them. Thus, it isn't hard to see the rowa assuming this was all in preparation for eventual military excursions into the rowa core.

The Feyli Imperial Navy was completely unprepared for the sudden invasion and failed to so much as blunt the massive, multi-front Rowa offensive. The attack only petered out when the Rowa had become spread too thin to both maintain the war and hold on to the territory that they had gained. A negotiated peace followed, on that involved the Empress Sharie Maya Feyla offering herself to become a rowa worm in exchange for the reigning Queen's submission to her daughter. This act took place on 17.9.4576, ending the conflict and adding the Rowa Core, Rowa Thread, and Rowa Rift Prefectures to the Empire, though these would be governed largely by rowa, rather than Imperial law. The rowa were also required to stop growing spacefaring vessel-creatures, and almost complete disarm, giving over all weapons to the Empire for study.

Since the peace, a number of rowa hives have been established elsewhere within the Feyli Empire, most notably near the Imperial Palace on Feylin, and in the ruins of the old Macharri Naval Base in Mashiva, on Maria. In these cases, the lesser rowa making up much of the hives' populations have come entirely from willing volunteers. This was made possible thanks to new xenoexperience laws, permitting aliens such as the rowa to market their often transformational wares to fully willing subjects.

These laws have ensured that the rowa no longer need to raid in order to maintain their hives. It has also shifted the balance of true versus lesser rowaforms in the existing hives. With no need to hunt, defensive and hunting subspecies have diminished, while subspecies focused on labor, reproduction, and other menial duties have increased. With more time for true rowa to develop to higher forms owing to the extended peace and lack of inter-hive conflicts, more true rowa live in each hive, and each at a higher level.

Formerly, any given hive might have a queen, several princes or princesses, and a dozen or so lower ranking true rowa retainers. Now, each hive tends to have a queen, a dozen princes or princesses, and several dozen retainers. While these are no longer obligated to lead the hive in battle, they are finding themselves being shifted into new roles as hive society shifts from a single unified structure to one with a central leadership and a number of 'sub-hive' units. While this increases efficiency when it comes to available resources, it also creates internal competition. This is most clearly seen in the Mashirowa Hive, which has become so populous that the queen have become quite aggressive in seeking to break away a number of the large sub-hives into new and largely independent satellite hives around the Mashiva region. Thus far, the only new satellite hive created as a result of these efforts is the Rowa Vale hive, though it is understood that negotiations regarding some other, more distant locations are still ongoing.

At the current time, the majority of all rowa live in the three Rowa Prefectures. Visiting any world in the Rowa Thread or Rowa Rift is an activity that is likely to result in one being baited, tempted, or quite possibly coerced into joining a local hive directly, or being put into HiveWear or something like a Rowa Gelfighter Suit and set to some specific task for which that sort of hive induction is more suitable. Technically, however, the rowa are not truly free to hunt visitors to these worlds, and anyone with a specific duty or purpose in being there will generally be left alone.

Visitors to the Rowa Core, the original territory of the rowa prior to the Rowa Conflict, face a very different sort of welcome. The rowa are free to hunt anywhere save specific locations where a very unusual sort of tourism is permitted. For civilians, forcible induction into a hive outside of these locales is virtually guaranteed. Those visiting a world for a specific official purpose, such as technical assistance or crisis response, must do so with a special escort, and even then an appropriate 'sacrifice' of a portion of the visiting party to satisfy the local hives is often expected unless the situation which brought the visitors there is truly dire.

Visiting a tourist area in the Rowa Core is a one-way trip. Everyone is required to join one of the local hives in exchange for the privilege of being allowed to walk free for a time. Nudity is mandatory for all visitors, and each is granted two weeks in which to experience the unique environment, and encounter the various new and interesting things the rowa come up with to keep tourists comfortable and interested in their eventual induction into a hive. Should the two weeks pass without a visitor given themselves to one of the local hives, they will still be allowed to enjoy the hospitality, but transformation into a lesser rowaform will eventually come at the hands of the local rowa, suddenly, without warning, and often in public in front of other guests.

There are several ways to extend a tourist visit to a rowa homeworld beyond two weeks. Particularly special guests may be offered extended stays. Those willing to don a sufficient suit of HiveWear, generally a top, bottom and foot pieces, can stay as long as they like, though they will be required to work for the tourist side of a local hive after a month. Donning a mask will be required after a few months of such service, and full transformation a few months after that. Joining one of the three rowa Biogel Games teams is another way to have freedom on all rowa worlds, though one is of course expected to perform the work of a team member. This usually ends with the eventual assignment as a gelfighter, and transformation into a rowaform biogel 'gummy' doll.

Outside of the rowa prefectures, rowa can be encountered on most major fey'li imperial worlds, a number of larger colonies. These hives tend to be more aggressive in their efforts to snare willing subjects, and their hives are often open to guests who can explore the less sensitive areas without fear of being forcibly inducted into the hive.

HiveWear, canned Bug Juice, and other rowa products are sold on the open market, and available throughout the Fey'li Empire.

ROWA GELFIGHTER SUIT

Rowa - Biogel - Clothing - Biogel Games

See the Biogel Games document for details.

ROWA VALE

Rowa - Tourist Attraction - Transformation - Peril

See the Sports & Entertainment document for details.