

Races

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Lizardfolk

Related to the [Cranium Rats](#), Lizardfolk are a race of lizards who intentionally open their heads to expose their brain in worship of the organ with a secondary purpose of allowing them to grow. Naturally psychic, they are able to share information between one another very rapidly. However they are in general not as psychically strong as the [Ratfolk](#), and thus do not form a strict hivemind, though one can be approximated. While they are integrated into the ratfolk society, they are often missed while in public. Their psychic signature is slightly different, though still compatible, from that of a rat's, and as such it goes unnoticed when there are many rats around. A Cranium Rat might never see a lizard unless they intentionally looked for one.

Appearance

Typically green, standing at 4-5' tall, exposed brain. Their brains bulge slightly out of their skulls, preventing a cap from being placed. Most commonly seen wearing full body robes with their heads covered in a hood, making them difficult to identify from a distance.

Behavior

Reclusive, shy, tending to avoid the spotlight and will very easily fade into crowds. They tend to avoid lowering their hood in unfamiliar company, choosing to cover up their brains not out of embarrassment but because those in the room are not trusted. Sex is not taboo amongst the lizards, whatever the brain enjoys they also enjoy. Lizards view brains in high regard, they are their most prized possessions. If more brains are needed, particularly for experimentation, the lizards will resort to "raids" on nearby villages, or simply steal a rat's off the street. With these brains they may experiment to create raptors or mind slaves, or for a number of other purposes.

Religion

While not every lizard practices, the major religion amongst the lizards is neurophilia, worshiping the brain as a nearly perfect organ. Their temples are usually adorned with unique samples from various creatures defeated, stolen, or otherwise. Their temples often revolve around a Caretaker, a large lizard brain situated on an altar in the center of the temple that has dedicated itself to the temple and as such has given up having its own body to instead command several bodies for the

benefit of the temple. These bodies are often used for janitorial purposes but often participate in rituals or other events in the temple.

Structure

Monarchy The Lizard King has a very large brain, though it is still able to stay in his head. He may not look physically different from others of his species, but his psychic power is much greater.

Types

Mind Slave

A lizard whose brain, typically as a form of punishment for a crime, has been clasped with a gold collar, squeezing certain lobes to limit their function. These lizards can be anything from non-psychic, to unintelligent, to completely without free will, depending on where the collar has been placed and tightened.

Average

Low-level psychic abilities, able to communicate from a distance. Simple robes. The most common lizard type, they are found nearly everywhere in the rat city. Capabilities are limited, usually to telepathy.

Priest

Mid-level psychic abilities. Ornate robes. These lizards have gained some additional psychic power and have dedicated themselves to their religion. Their brains are removed from their heads and placed at the head of a staff which grips the brain and holds it but otherwise leaves it exposed from all sides. The priest opts to control their own body psychically through the use of a psionic gem that is tuned to their thoughts during the process of becoming a priest. Capable of long-range telepathy, subtle mental influence, telekinesis, and approximating basic spells.

Caretaker

High-level psychic abilities. Just a brain, this lizard has become dedicated to a temple. Appearing most often as a large brain situated in the center of the temple, they control multiple bodies psychically. Often these bodies appear blank or of low intelligence, however, unless the Caretaker is particularly interested in whatever one of them is doing. Capable of directly influencing and/or controlling minds within its range, inducing hallucinations, and approximating advanced spells.

Caretaker Body

Brainless body, its head contains a small gem used to link it with a Caretaker. It is unable to leave the temple without breaking its link. If it's necessary to leave, one or more will carry the Caretaker out of the temple with the bodies. Often blank and unintelligent in appearance. Not necessarily a lizard, as sometimes rats or other species are used.

Mind Sculptor/Engineer

The more technological side of Lizardfolk, Mind Sculptors are the only lizards that employ domes to shield their brains. They conduct the various experiments Lizardfolk perform on stolen minds, leading to the development of Raptors and the Priests' brain staves.

Raptor

A special creature crafted from lizard experimentation, the raptor is literally a Velociraptor with an exposed or domed brain. The brain is often psychic, supplied from raids or more often "donated" rat brains, though regular lizards may also be used. Used as soldiers or labor, they stand taller than lizards and are psychically and physically enslaved. A gold collar is typically used to suppress the frontal lobes of the brain piloting the raptor.



Cranium Rats

To be filled out

TΞCHs

The flagship of FurTech™, the TΞCHs were created to be reliable and affordable synthetic beings that could fulfill any tasks given as precise and efficiently as possible, designed to be the ideal work force.

TΞCHs can be found doing plenty of jobs and activities, as cashiers, construction workers, nurses, sexbots, taxi and bus drivers, pilots, private security, even some militaries have them on their ranks.

They run on dual neural processors, one being a small quantum computer located at the base of the skull, which handles most of the processing and decision making for the units, TΞCHs are able to function with only this processor while only doing simple tasks and with severely hampered social skills. The second optional processor consists of an artificially made brain with the intention of expanding the processing capabilities of the unit and allow for a more natural interaction with organic users. For the neurovore market this synthetic brains are made out of edible polymers and come in several flavors like cherry, blueberry, orange, banana or watermelon to name a few.

Like many places on the galaxy TΞCHs can be found aboard the NeuroFurs station, having established as the primary sanitation and service workers, followed later by more dedicated units like Cargo TΞCHs and the military TΞCHs, which arrived to the station following certain incidents with outside forces.

The TΞCHs can come in different sizes, species, genders and other kind of things, altho the basic and most bought models consist of the Male Wusky configuration, followed only by their Female counterparts on more client facing roles. One is free to order their TΞCH as they please to do so, for example through one of the 3 **FurTech™ Store** locations throughout the station.

Other kinds of TΞCH based units that one might find can be the **Android Waifu** in which a customer can order their ideal romantic/sexual partner. Another commonly spotted iterations are those known as Tiny TΞCHs or Mini Wuskies, this robotic vermin are 4 inches tall and must be considered a dangerous plague, a programming error has made this desk assistants have an unhealthy obsession with beans, doesn't matter what kind, legumes, coffee beans, jelly beans, cardboard cutouts of popular British character Mr. Bean. Should one be faced with this pests it is important to remain calm and hand over any kind of bean related object one might possess, failing to do so will have dire consequences

Buncows AKA Rabbulls AKA Lagovins

Hello! Thank you for purchasing the Lago Lacto Farmers Quarterly Introductory Package! If you're watching this tape, it means you've taken the first wonderful step towards taking care of your own buncow, and I hope that as you partake in this wonderful journey, you subscribe to more issues of Lago Lacto Farmers Quarterly for all the best tips, tricks, and tactics for making the most of your new companion!

But what IS a buncow? Where do they come from???

A buncow is visually some kind of cute, cow, bunny thing. There is a planet out there in the stars, called Great Bun. Seemingly barren, deep within its core is a labyrinthine research facility staffed by lagovins. Lagovins are a buncow variant that is lanky, thin, and brilliant, with their brains detached from their bodies, suspended above them via psychoreactive force. These nonbinary creatures are responsible for cultivating buncows, selling them, and ensuring their young are given proper treatment. That's right! You can knock up your buncow, and then call up a representative to do that unpleasant work of caring about the kid for you! Wow!

Great Bun is seemingly barren, right? So where are the buncows? Two moons orbit Great Bun, Warryn and Paestyr. Most of the males live on Warryn, the 'rabbulls' as they're called, these beefcakes are gruff, quiet, and serious as nails. Their mysterious demeanor makes it easy to forget how dumb they really are. Warryn is a dusty desert world, and as such its denizens are mostly in the sort of hides and leathers you'd see in wild west of a hominid planet.

Paestyr on the other hand is a grassy meadow, where life is easy, pleasant even. This is where the females live, the buncow you think of when you hear the word buncow. Buncows and Rabbulls get between moons on automatic shuttles that run on a really simple schedule. These shuttles fill themselves with sanitized pheromones, to calm their raging libidos. Despite this, sometimes some of them still manage to fuck on the way over. You've got to admire that kind of spirit!

Great Bun and its moons sound great! Can I visit?

You probably wouldn't want to. 20% of the time, Warryn is awash in a brutal dust storm, and Paestyr is frozen over. During this time, the rabbulls stay inside, drinking and fighting to kill time, while the buncows sip on pumpkin spice and talk about nothing. The rest of the year, its very pleasant on both worlds, but you'd be overwhelmed by their sexual urges or their mindless banter so fast, you'd either die or go mad within weeks.

Only Lagovins are allowed inside Great Bun.

So why keep buncows?

Why wouldn't you keep them?! They're affectionate, lovable, cute, cuddly, friendly, but most of all: their brains are just terrible. Their brains make for great, cheap fast food for neurovores. They also make milk, and you can sell that shit. sdrfghsldkgfjh horny