Welcome to the initial entry in my **Vore Discussion Series:** *"Does this make me a bad person?"*. I'll be covering topics related to vore in general that I've seen division around, try to address said divisions/explain why they're there, and offer solutions going forward. Because, really, this is all supposed to be fun and/or harmless, and if it becomes more than that, something's obviously gone wrong.

Since there are very few academic papers written on fetishes in general, much less vore of all things, I'm going to be making a lot of comparisons and trying to appeal to logic over knee jerk "this is terrible, you are terrible" reactions a lot of people seem to employ. Stay with me here as we dive in headfirst!

I will note that I did not cover much of the sexuality aspect of things, as I'll be covering that in my very next **Vore Discussion**, so keep that in mind while reading if questions/comments about that pop up.

Today's topic: **Fatal/Perma Vore**

**What do I mean by fatal/perma vore?**

For the sake of this write-up, I am not comparing soft vs. hard vore on top of fatal vore. Soft vore meaning "swallowing whole and (relatively) unhurt in most cases, versus "swallowing in pieces" for hard vore, oftentimes mixed in with gore. There's variations on this (soft hard vore is a fun one, candy/food stuff, etc.), but for now, this is merely the idea of "fatal" vore, in all its forms; not specifically oral, though that's my only real experience with it.

Fatal vore always carries with it some variation of permanence. That can be a picture where a character is removed or "dies" for one picture, story, or setting; for all intents and purposes, that character is removed from continuity and no longer appears. I've heard it called "non-reforming", "perma", "ruining", and a bunch of other terms but it basically means the same thing. That character, in that setting (however broad or narrow that might be), no longer exists. They are "killed off", in other words.

Now, why is that so upsetting? There's many different, nuanced reasons for this. On one hand, that character is being "killed off". They're gone, no longer in the same form they once were, maybe just fat on the predator's body and that's it. This is, understandably, very upsetting if you think about it long enough. They're gone! You won't see them any longer! What about their family? Their friends? Their loved ones? That predator, that devourer, they're a monster, a murderer. In any rational, normal setting, this is a deeply unsettling prospect.

But there's really nothing rational about vore or fetishes in general. If my time in the furry fandom, and on FA in general has taught me anything, it's that anything can and will appeal to someone. Feet/paws, noses, breasts, butts, legs; Even more obtuse things like the dysphoria of no longer being yourself via transformation. That airy, heady, full feeling and stretch from inflation. Even the various sensations of having an extra limb in the form of a tail, imagination is the only limitation in terms of what's appealing or not to a person. It's no different with vore.

**Okay...So what?**

All fetishes are, invariably, idealized versions of their respective experiences. Take pregnancy for example. Growing up in my family, I've seen just how rough pregnancy can be. The pains of it, the tiring nature of caring for and carrying another tiny person inside your body for 9 months. The fact that raising a child is very draining, a 24/7 job; there are many many things that are just NOT appealing about the real life situation. But when it comes to fetish art? Stories? You don't even *need* to consider any of those factors. There's no diapers to change, no worry about balancing food and money, no screaming child waking you up at 3 AM and not going back to sleep. There's only the joy of motherhood, the healthy glow of a pregnant belly. This is especially true of male pregnancy. All of the real life equivalents are excluded for the sake of making the idea, the fetish, more alluring.

Vore is exactly the same. There is no real world equivalent to compare it to (we're not talking about cannibalism here, geez), but just think about the process of eating food. It may be an enjoyable experience, but for the food? Even in the case of non-fatal vore, being in a belly without harm is an active suspension of disbelief. "Oh, my character only digests such and such", or "I can control my belly acids", or "I have a separate, friend-only storage belly", or...the list goes on and on. One must work to be able to say "this form of vore that I enjoy is completely and utterly harmless." You craft a scenario that works for what you want to do, for your ideal likes and interests.

Same applies to Fatal Vore as well. Yes, it can be cruel, yes it could have repercussions, yes it could have people dying forever; But why choose to include those factors, at all? You can just as easily say "Yeah, this happens every day, it's a part of life", and go from there. You don't have to deal with things unless you choose to. In any other setting someone who indulges like that may be a murderer, but in an ideal setting? Maybe they're not. Maybe they're just like any number of others, and that's the norm. It doesn't have to be an issue, because you do not have to apply real world logic and values to what is basically an imaginary scenario. There's no reason to.

**But doesn't this glorify death?**

I've heard this a lot, and it's quite upsetting. "But if you're killing off people, doesn't that mean you're just reveling in their deaths? What kind of person does that?" There's several implications to this in particular I'd like to touch on: 1) That they're actually killing off *real people*, 2) that anything but utter revulsion at death is wrong, and 3) that people who engage in fatal vore are terrible people because of this.

First off, there's a degree of separation one needs from things like this. You simply cannot treat everything you see or read as if it happened to a real, life person. Do you throw a fit when someone dies in a movie? Or in a novel you read? Or on some drama? No one would be able to enjoy anything, because we'd all be constantly miserable over characters that are removed from the story.

However, on some level, everyone realizes that it's fake. Those are actors. This story was planned. Yes, they're gone in this setting, but that doesn't mean that it's time to hold a funeral and notify their next of kin. There's a suspension of disbelief that one has that makes all of that "work". It's upsetting when someone in a movie dies because it's designed to have that impact. It's intended. So the idea that fatal vore is wrong due to killing off actual people (or their equivalent) is incorrect, the same standards as reality don't apply. It's all an act, a show.

So, if everything and everyone involved is made up, why is any of this a "bad thing"? Is this reveling in the death of another? Isn't that wrong? My response is: that doesn't even matter. Death doesn't have to be something to fear, and I would venture to say that, on some small level, engaging in a form of play or expression around such things may help someone deal with that inevitability. I would argue that it takes away some of death's power.

For a real world equivalent, Dia de los Muertos runs on a similar concept. Death is idealized, made playful, one could even say normal! We dress up like skeletons and run around, talk about family and friends who pass on, etc. It is not something to fear, but something to *accept*. So, who's to say doing so in fatal vore art and stories isn't the same sort of thing, done however conscious or unconsciously? Now, this doesn't mean this is always the case (there's also the relation between power fantasies, belonging, feelings of being wanted, etc.), I'm just trying to show a different view on things. There are other viewpoints besides "this is terrible and wrong" when it comes to fetishes.

While looking up information for this paper, I looked up a few things on more "extreme" mainline fetishes, such as BDSM. I know that from as far back as I can remember, on TV, in movies, with other people, if any hint of BDSM was mentioned it was always in a negative light. People who engage in such things are seen as deviants, as weird, as strange, as "not good people". However, based on studies, these people have a higher level of trust, less anxiety, and are more vocal about their desires and wants and have better communication in general. The fetish they prefer doesn't define their being, but in fact helps them deal with and handle real life situations.

I started to draw parallels to fatal vore as well, if only tenuously; I know it's not the same for everyone, but I'm making a generalization here. As an example, an RP may involve a predator and a prey, and that predator completely and utterly dominating said prey, leaving nothing of them left just to satisfy their hunger. Afterwards, the parties take their respective characters, thank each other, and walk off. For that entire time, one person puts their fate into the hands of the other, and that other person works with them to mold out a scenario that they can both enjoy, whether the devoured character appears again or not. Yes, it may be cruel, yes, it may be mean, but it's agreed upon by both parties. There's nothing being forced, and no one is unhappy with the outcome. The same can be said for individual pictures and ideas. This is all what the creators wanted to happen. There is nothing wrong there.

I've found that vore, and fatal vore in particular, deals with a lot of positive reinforcement, at least in some aspects. The sense of belonging to someone, of being useful. Being close to someone, especially one you care about, even if

it's at food. Yes, it sounds a bit wild, but that's what these sorts of things are. Any fetish sounds absolutely crazy if you look at it from the viewpoint of someone who it doesn't appeal to.

Finally, NONE of this makes someone a "bad person". As I've stated, there's reasons for everything if you dig deep enough. In my humble opinion, there's some very clear limitations between something being harmless and imaginary, and it being harmful and hurtful. So long as vore is imaginary, with no real world impact, it's perfectly fine in all it's aspects. Fatal, non-fatal, any combination, it's all perfectly safe and okay. Now, if it gets to the point of obsession? Of affecting your real life and relationships? That's a very clear distinction there for me. If it gets to the point where you want to (somehow) do any of it in real life? Yes, that is a clear sign to seek help. Nothing in this particular fetish is harmful at all, when kept within boundaries.

There is no correlation between fatal vore and any sort of detrimental affects to the person participating or their place in society. I would, however, enjoying seeing a study on this outside of my own observations.

**But...I still don't like it.**

That is perfectly alright too! I am not advocating everyone get into fatal vore, merely that there's no reason to judge someone based on it. There are ways a thing can cause unintentional "harm" to an external party, without physical damage to a person. This is true with many fetishes; if you don't like it, it can be repulsive or even seem nauseating. Gore is a good example of something that's very hit or miss with others; if you're not involved in the fetish, most likely it doesn't appeal to you in the slightest, and can make you feel physically ill, or give you nightmares in a more extreme case. Let me give a clear example based on my own experiences.

When I first discovered what vore was, I didn't know about digestion or fatal vore or anything like that. I know I thought "Oh, someone ends up in a belly? That's pretty cool"! My very first experience with fatal vore of any kind was a story, about a gryphon and his two dragon friends (an older sister and younger brother) stumbling across humans for the first time ever. They eventually decided on eating said humans, devouring the tearful brother and sister pair of humans, and the gryphon and older dragon laid around digesting them before the story abruptly ended.

Let me tell you, I was majorly screwed up after reading that story for a week or so afterwards. I felt nauseous. I felt ashamed to have even read it. I even ended up writing my own alternate ending where they were rescued, just so I wouldn't feel so helpless about their situation. It got to the point where it was all I could think about, how someone could write something so terrible, that people LIKED it was even worse to me. I got angry and tried to figure out if I could message the artist directly. I've no idea what I would have written in that, but I was young and felt like I needed to do something, anything.

But, at some point, I took a step back. Yes, I didn't like it. Yes, it made me sick to my stomach. But I had to figure out why, right? How would I express what was *wrong* to the author unless I did? I started making comparisons. I had seen movies, read books with much, much worse things done to much more fleshed out characters. Characters with established back-stories, being killed off in horrible ways just for plot purposes. Why did two nameless humans being eaten in a random story I found on the net bother me as much as it did?

I didn't know. I didn't have an answer to that. I'm still not sure I did, but I know I calmed down after making that connection. It wasn't real, it didn't actually happen. There was no reason to feel like I needed to "save" anyone. If I wanted, I could write my own version and change things, or just write something completely different. Remove parts entirely. I think that's what I did, I started to disconnect the story from reality, realized that there was no reason to bring my own thoughts and viewpoints into things. In the real world, yes, this was terrible. But in a fantasy world? Terrible things are the name of the game. Trolls and orcs destroying villages didn't make me bat an eye, younglings slaughtered by a hero, entire cities wiped out in an instant...Why should this anger me so much? I feel that once I made that connection, that this was fantasy and I shouldn't get so upset over it, I finally calmed down. I did choose never to read that story again, at least for a few years though, haha.

It may help to think of things in a similar fashion. They are not your characters. You do not really know them. They are not real people. Think of them as actors, playing a role. They're on a show, this is how their "character" ends in the show! That's it. That is nowhere near as bad as thinking they're real, living beings who were just erased from existence. Thinking of them that way only brings about misunderstanding and self-inflicted misery. There's

no reason to do so.

**Okay, so...Solutions?**

Now, I mentioned "self-inflicted misery", but honestly, for anyone still struggling with seeing things they don't want to on this site (FurAffinity), there's really not many options.  Without working thumbnails, you can easily see something upsetting that you'd rather not deal with, be it vore, gore, or something else.  Without ways to filter content, you're unable to avoid said content completely. Every vore picture you click on may be something that upsets you in some way, so it's a gamble to go browsing for artwork.  On a website as large as FA, that really shouldn't be something that happens.  It's why I wrote my **Filter Affinity** browser extension (Look for it on the Chrome and Firefox), just to avoid things I'd need eye bleach for.

Whatever you do, **do not** blame or harass the artists for drawing what they enjoy.  If it **does not go against site rules**, you should not be calling them out on it.  They literally have zero ways to prevent you from seeing it when you may not want to.  Sure, they could not post it, but realize that there are likes outside of what you yourself find attractive.  Others can enjoy their content even if you do not.

Take a step back, think about the situation, and move on.  Maybe petition **Dragoneer** to fix some of these issues and make the site more accessible and enjoyable for everyone.  Using my filter extension I barely ever see something that bothers me on this site anymore, and it's much more peaceful and relaxing because of it.

And if none of this will work for you?  I think there's some soul searching to be done.  Or just move along and pay no attention to the artist.  Don't make others miserable or make them regret posting things just because they do not align with your own tastes.

**Conclusion**

In closing, I'd like to reiterate the points outlined above.  Fatal vore is just as harmless and imaginary as any other type of vore, regardless of content.  It's usage need not reflect badly on the parties involved because there's many different, valid reasons for it's appeal, and try to remember that no one real is actually being hurt, only imaginary characters.  And while I understand the emotional/mental distress that can come from these types of ideas for someone unaccustomed to them, reminding one's self that things are by no means real, and in fact framing them as "actors" playing a "role" may help with understanding this.  I know it helps me.

Thanks again for listening, and I hope this helps everyone further understand why fatal vore is not all that bad.  And to maybe **stop berating me** for including some of it in my own work.  Please stop doing that, lol.

## Filter Affinity:
- **Chrome**: https://chrome.google.com/webstore/detail/filter-affinity/bcnniocfbnmaiakhpgpeicghfogdjfhe
- **Firefox**: https://addons.mozilla.org/en-US/android/addon/filter-affinity/

References on BDSM studies:
1. https://www.psychologytoday.com/us/blog/the-wide-wide-world-psychology/201502/the-surprising-psychology-bdsm
2. https://www.reuters.com/article/us-bdsm-practitioners/bdsm-practitioners-arent-mentally-ill-study-idUS-BRE94U17J20130531
3. Tons of other stuff I lost the links to.  I did the research, lol.