

ISPEP

Length: 3 metres

Diet: Decomposing matter

Life expectancy:



Ispep are green-blue, worm-like creatures that live in small hives called 'bundles'.

At first glance, they appear to be a terrible choice for Kaleida's protection team: they are largely disinterested in their non-ispep team-mates, struggle to cope for long away from their bundles, and produce toxic slime when under stress. However, they have a strong understanding of the workings of natural networks and act as wandering chemistry analysis labs.

They are part of the *Kaleida* universe; the core lore bible for that can be found [here](#).

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Physiology

[Introduction needed.]

Appearance



Ispep are 3-metre long creatures which range in colour from green to blue.

They are slow-moving and can achieve a top speed of 2.5km p/h. They're burrowers and spend most of their lives underground where they dig chambers to live in with their hive-mates.

In addition to hiding underground, ispep also protect themselves by exuding a toxic chemical. They are capable of leaving trails of this, and sometimes do so to protect their burrows. This toxin is absorbed quickly into the skins of most

other species, and when it does, it causes numbness and tingling, slurred or arrested speech, and confusion. Most affected individuals need to be pulled free by an unaffected friend, but this is risky. Entire groups have been known to die while sitting in a state of confusion in these fords of slime.

Ispep only need to eat around twice per week. They absorb nutrients from their environment through their skins, with the nutrients usually coming from decomposing carcasses.

Intelligence

Ispep are intelligent, but their intelligence is rather different to that of other civilisations. Their contribution to Kaleida's community is their capacity to understand interconnectedness. They are equipped to understand not only their own minds as

individuals, but those of multiple individuals. Indeed, such is their ability to navigate a network of several minds-as-one, they feel rather constrained if separated from other ispep and forced to be alone with only their own mind.

Their other useful talent is their ability to read chemicals, which can help them track the activity in natural networks when others may be unable to, e.g., fungi sending messages from one tree to the next, annual plants warning one another about insect attacks, even molecular networks. This gives them a unique perspective when it comes to the research of a completely new natural world such as Kaleida.

- Get very home-sick for their native hive-mind, and need to form a new one when they go into a new environment. Ordinarily they remain in close physical contact with their hive-members. If they break physically away from them for any length of time they feel incomplete which can be distressing. Even talking about being apart from the others can be distressing, like talking about death

Common Medical Conditions

[\[Introduction needed.\]](#)

Example 1

[\[To be worked on\]](#)

Example 2

[\[To be worked on\]](#)

Example 3

[\[To be worked on\]](#)

Geographical Distribution

Ispep skin is delicate so they avoid dry, bright environments. They prefer burrows, so they favour soft, moist soil in cool, wet climates.

Settlements, Towns, and Cities

[This section may or may not be needed depending on the nature of the species or culture.]

Firebelly

The ispep prefer to live underground. They will take advantage of microbially active soil if they can, as this offers warmth without having to expose their skins to the sun. They are also aware of the existence of volcanoes, and the heat that spews forth from them.

While these two processes are unrelated, the ispep found the concept of a planet with a hot centre compelling and named their world Firebelly.

Example 2

[To be worked on]

Example 3

[To be worked on]

Infrastructure

[Introduction needed.]

Architecture

[Introduction needed.]

Education

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Energy Sources and Usage

[Introduction needed.]

Healthcare and Medicine

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Sanitation

[Introduction needed.]

Travel / Transport

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Position in Ecosystem

[Summing up your species or culture's position relative to the rest of the ecosystem - apex predator, etc.]

Dominant Species

[A list of the species that have uplifted out of the ecosystems' usual workings, and this species / culture's relationship with them.]

Technology

[Introduction needed.]

Technological Age

[Introduction needed.]

Agriculture

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Industrial Status

[Notes on whether or not the species / culture has achieved mass-production yet.]

The Sciences

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3
[To be worked on]

History

[Introduction needed.]

Evolution / Genesis

[Notes on where this species / culture came from.]

Timeline

1710 - Invaded by the Stull

Firebelly was invaded by the stull, but it took a long time for the issep to notice, partly because the stull weren't issep so took little notice of them, and partly because, when stull began to kill them, they were generally able to massacre entire hives of issep in one go so nobody was able to leave a live warning.

However, alarm chemicals and their ichor flowed along well-worn trails so, even dead, they were able to warn neighbouring bundles. The message was responded to only gradually but eventually it was understood that the threat was capable of communication, and that it might be better to respond to it than let it continue killing them.

1715 - Stull-Issep Treaty Firmed Up

The Stull approached the issep and offered to dig into parts of Firebelly too hard for the issep to manage, and offered to allow the issep to live with them, if they would be prepared to travel along particular routes that would ensure their slime formed a barrier to intruders.

- Space-faring thanks to having been found by the intergalactic community. They'd never have wanted to move off their planet if not for that. Since they keep to themselves in small hives, much of their planet remains uninhabited, especially the sunny bits. They don't care much about people outside their hive-mind so they weren't actually too fussed about aliens coming and living with them. The Stull discovered them, and came and lived with them.
- The stull benefit from issep because of their confusion slime, which is very effective even against Stull. They're seen as a good strategic defense. It's toxic.

- A few brave, outward-looking ispep negotiated with the Stull, and got technology in return for their generosity in giving up planet space. The Stull encouraged them to try a few other planets where there was less bright light or more underground space.

Example 2

[To be worked on]

Example 3

[To be worked on]

Historically Significant People

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Nations Founded

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Wars and Alliances

[Introduction needed.]

Stull

The stull are a warrior race, but when they discovered the ispeps' world they quickly found that there was no fight to be had, here. The issep were easy to kill, though they created a poison when under threat, that halted their troops, and they were too passive to react, even against a larger-scale assault.

The issep were such a lack of threat, that the stull decided to approach them entirely differently. They used their own machinery to cut caves into the rock, and included small chambers that would be suitable for the issep. Once done, they approached issep who

- As the issep aren't very outward-thinking, the stull generally get what they want in this deal by creating ideal chambers for issep, who simply move in and do what they always do: protect the entrance.

Example 2

[To be worked on]

Example 3

[To be worked on]

Trade Routes Established

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Disasters

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Discoveries

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Inventions

The issep are almost entirely disinclined to invent things. The following inventions were designed for, and donated to them.

Communication Helmets

When the stull discovered the issep, they found them so passive that communicating with them was difficult. They overcame this by developing a communication aid that fits on the front of the issep's body. They are colloquially called "communication helmets" as they sit on what would loosely be called the issep's head.

The device analyses the chemicals produced by the wearer and translates it into speech.

Burrowing Aids

There is a certain amount of crossover between these and the above mentioned communication helmets. Early communication helmets were spherical, which made burrowing more difficult for the wearer. To avoid having the ispep reject the helmets, the stull developed cone-shaped ones that improved their burrowing ability, though this came at the cost of some of the helmet's original intended functionality.

Example 3

[To be worked on]

Changes in Standards of Living

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Slavery

[Notes on what this species / culture's relationship with slavery is, if any.]

Social Movements

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3
[To be worked on]

Culture

Ispep have little in the way of culture, but a little can be said in this section. Their hives, which are sometimes called 'bundles', can contain up to 10-12 individuals, although 6-8 is more common, and 3 or 4 is an acceptable number.

Art

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Clothing

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Food

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Language

[Introduction needed.]

- Their hive-mind mentality tends to make them mould to the speech patterns of the person they're speaking to, giving individuals a very amorphous personality, so it seems. Their natural way of speaking is very bare-bones and functional.
- They tire quickly from talking to people who aren't in the hive-mind and tend to want to get back to their group quickly.
- They communicate with chemical signals which they exude and rub on each other. They have modified translation devices in their 'helmets' which create synthetic versions of the chemicals they use for communication. These feel 'off' to the ispep over time so they tend to tire of conversations at the best of times.
- The kz-cutl designed them their translation devices after the Stull introduced the two civilisations. To human, furry, or eborgine ears, the resulting voices of the ispep sound metallic.

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Religion, Faith, and Spirituality

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Personal Celebrations

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Public Festivals

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3
[To be worked on]

Sport

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Social Dynamics

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Sexuality and Romance

[Notes on how sexuality and romance are approached in this species / culture.]

Child-Rearing

[Introduction needed.]

Politics

[Introduction needed.]

Economic System

[Brief description of capitalist, socialist, or other economic system leaning in this species or culture.]

See [Economy](#) for further details.

Government / Leadership Style

[Introduction needed.]

Military and Law

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Propaganda

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Economy

[Introduction needed.]

Currency

[Introduction needed.]

Business

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Credits

Ispep is © [The Character Consultancy](#)

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Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on hello@thecharacterconsultancy.co.uk and I will be happy to help you!

~Hayley, The Character Consultancy