

KZ-CUTL

Length / Width: Up to 4.5 metres across and 6 meters from front to rear

Diet: Large native grubs

Life expectancy:



Kz-cutl are blind, quasi-hive-minded decapods who contribute strongly to the intergalactic community with their discoveries in physics, both theoretical and applied. Their particular expertise is in spatial awareness. They generally take well to teamwork, so long as their colleagues don't suffer unduly from arachnophobia.

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

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Physiology

Kz-cutl are sometimes likened to spiders or scorpions or their non-terrestrial equivalents, except much larger.

Appearance



Kz-cutl are 10-legged creatures. They can be black, brown, or grey in colour, and some possess stripes. Some have hairs on their body while others do not.

Their legs are thicker than those of terrestrial spiders as they contain silk glands, which allow the kz-cutl to produce sheets of silk. They possess tendrils at the ends of their front few pairs of legs which they use to tap on any available surface; this forms the basis of their language.

Their hairs, many legs, and tendrils are all sensory tools which allow kz-utl to navigate, as

they are blind.

The females are larger than the males, with shorter legs; males' legs are around 2 meters long.

Kz-cutl can bite, but are not venomous.

Intelligence

Kz-cutl may be difficult to quantify as they are very effective at synchronising their thought processes with other kz-cutl, giving them a quasi-hive-mind ability. Lone kz-cutl

isolated from the rest of their hive tend to be somewhat unhappy until they return, but they are able to tolerate solitude or being the sole kz-cutl in a group of mixed species.

A lone kz-cutl is generally highly intelligent; they are highly adept at mathematics and challenges involving spatial awareness and other physics-based issues, so by some measures they can be said to be of higher intelligence than humans.

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

Kz-cutl are cold-blooded and did not develop their own heat sources. Because of this, they prefer living in warm areas: either places with a warm climate or geothermal areas.

Settlements, Towns, and Cities

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

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Infrastructure

The infrastructure of the kz-cutl civilisation is notably different from that of humans for a number of reasons:

- ★ body type, which is radically different from the humanoid shape
- ★ blindness
- ★ coldbloodedness
- ★ preference for communal living

Kz-cutl rely on touch to navigate their world, are physically well-built to walk on walls and roofs or ceilings, and have much less of a need to keep warm on an ongoing basis, instead only needing intermittent warmth to function efficiently.

Their hive-mindedness lends itself well to communal living, and as communal living is more efficient than living alone, the kz-cutl incorporate it as a principle in much of their infrastructure.

Architecture

Kz-cutl have used, and later incorporated, their silk into their architecture for many centuries. This, combined with their intelligence, has allowed them to build sprawling and multi-level shelters.

The buildings they most need are:

- ★ Libraries, which do not contain books but which have their knowledge encoded into the silk fibres of the walls, ceilings, and floors. They are at constant risk of degradation so are renewed regularly by students.
- ★ Food storage facilities, in which grubs are bound and suspended. A system is used to clue each visitor in to allow them to easily find the next grub rather than randomly grabbing one - important since kz-cutl rely on touch and vibrations rather than sight.

- ★ Large, tall halls that allow hive-mind cells to coexist in safety and sheltered from the elements. These amount to homes.

Education

Kz-cutl thrive on connection with others, but also retain enough individual mindedness to be able to maintain integrity. For this reason, individuals have a tendency to psychologically outgrow their hives and seek further improvement or enrichment. When this happens, they seek a suitable kz-cutl to mentor them.

Knowing where to find a suitable specialist relies on word of mouth, and as hives talk to one another frequently and exchange members from time to time, word has a tendency to travel.

Most learning centres are made up of larger hives composed of several dozen individuals, led by one or more mentors. Led by the mentor, the hive builds a structure with walls and tunnels in which the mentors' knowledge and acolytes' notes are encoded. Hive members constantly review and update these notes, with the elementary information being repeated the most often as new members join and begin to contribute. This keeps the information from being lost (as silk degrades over time), encourages discussion of the theory between individuals, which creates a culture of collaborative study, and keeps the knowledge scrupulously updated.

In addition to all this, lead mentors tend to be more independently minded than the average kz-cutl, and such independence can be considered edgy, charismatic, or even shocking.

Energy Sources and Usage

Kz-cutl enjoy warmth but are cold blooded. They tend to get their warmth from sunshine or geothermal activity.

Healthcare and Medicine

Kz-cutl have a fairly well developed body of medical knowledge.

Quarantine

While kz-cutl can live alone, it is considered especially unkind to make an individual spend time in quarantine without any contact at all. For this reason, quarantine areas are usually designed to allow the quarantined individual to sense the movement of other individuals nearby. Depending on the disease being quarantined, they may have access to threads to allow them to talk directly to others.

It is also not uncommon for a healthy individual or two to join a quarantined one, to accompany them in their screening or convalescence, even if this means falling sick themselves.

Sanitation

Kz-cutl tend to rely on gravity for their sanitation needs: many of their buildings are attached to cave ceilings, cliff sides, and tree branches, so when they need to excrete they do so where their waste will drop away from the hive's resident structure.

Aside from this, kz-cutl are such infrequent eaters that they do not produce much in the way of sewage. Most kz-cutl spoor is made up of shed hairs and skin/body plates.

Travel / Transport

Kz-cutl travel by 'foot'. They maintain limited contact between the hives by building strings from one hive to another which can be plucked to communicate, or followed to find it. This is important as kz-cutl are blind and rely on touch to travel.

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

The kz-cutl are technologically savvy but their interest was never in space, so as such they cannot be conventionally said to have reached their space age. Rather, they are experienced, intuitive, and precise engineers.

Technological Age

While the kz-cutl could be said to be in their space age, they didn't fully reach it themselves. Instead, they excelled as engineers, which earned the respect of the stull when the two civilisations finally made peace. The stull shared their space-capable technology with the kz-cutl as part of their programme of sharing and collaborating on technological projects.

The kz-cutls' progress through the technological ages was relatively quick on account of their efficiency as organisms: they only need to eat on the equivalent of every 15 Earth days, and their hive-mindedness allows them to work in teams and share ideas flawlessly - or close to it. That same hive-mindedness meant they lacked a curiosity about what's out in space, hence their lack of effort to explore their planet's skies and beyond.

Similarly, they never developed plastics or steel, as their silk outperforms both in most ways.

Kz-cutl measure things in 'legs', which equates to around 2 metres per leg.

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.]

Physics

Kz-cutl have a particular talent for physics. This could be down to any number of reasons; perhaps their use, and intimate understanding of, silk, which they produce from glands on their forelimbs. Perhaps the association between their drumming-based language and counting. Perhaps their hive-mind, which allows them to trust fully and work together much more efficiently than humans do. Whatever the reason, they excel at it.

Such is their passion for it that when they made peace with the stull, they collaborated enthusiastically to share ideas, experiment with new materials, extend their knowledge, and solve problems both age-old and new.

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

1800 - Discovered by the Stull

The kz-cutl had quite a shock when one day, without warning, space ships descended from the sky. The stull had arrived, and they were fierce and enthusiastic warriors.

Both sides fought, and the kz-cutls' way of life turned into a daily struggle. Many accepted the need to fight for their lives. It was a frightening time as the stulls' biology was so strange that their language was radically different - too much so to have a hope of ever understanding them. Or so they thought, at first.

Little by little, the kz-cutl observed that there were stull who had less of a desire to fight. They tentatively came forward, and tried to communicate. Their efforts were noticed, and the thoughtful stull laid their weapons aside and set themselves to the task of decoding the besieged ones' words.

It worked, and the pacifists gradually built a mutual understanding. In time, a stull inventor made some innovative translation devices, and their allyship grew further.

Understanding that the war would likely continue for much longer if left unchecked, the pacifists made a plan. They captured generals on both sides, and used the communication devices to talk to them, to familiarise themselves to the generals. It worked for some, and not for others. The converted generals were released to guide their armies accordingly. Those who were not, were kept in captivity.

1820 - Retreat of the Stull

Eventually the war fizzled out, leaving a firm, if weathered, allyship in its place. The stull left the kz-cutl but remained in contact.

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.]

Example 1
[To be worked on]

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

[Introduction needed.]

Spatial Compression

Since the kz-cutls' peace treaty with the stull, the two civilisations collaborated to create living spaces that would be suitable to humanoids, and which took up less space on the outside than inside to allow these buildings to be put anywhere with minimal intrusiveness on the landscape. These buildings are commonly used on Kaleida, and wouldn't be possible without the kz-cutls' advanced understanding of, and ability to manipulate, spatial awareness.

Example 2
[To be worked on]

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

Much of the culture of kz-cutl holds resonance on the continuum of inward-to-outward looking. This is because they are hive-minded but only softly so, so find focusing on their hive to be more useful than ignoring them much of the time. At others, they take a keen interest in what lies beyond.

In addition to this, kz-cutl are blind, so their senses rely on touch and vibration, and not at all on sight.

The concept of 'home' is very comforting, sometimes even inspiring, to kz-cutl, as this is the source of belonging, safety, and the stimulation of good company. 'Beyond' can be frightening but can also be stimulating, and can be the source of homesickness, which in kz-cutl can become profound.

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

Kz-cutl have little to no interest in manipulating their food for culinary purposes: they eat every two weeks or so, liquify grubs to eat, and discard the shells without desire for variation.

Language

Kz-cutl lack vocal cords to speak and instead communicate by drumming with their tendrils. With this in mind they have specialised translation devices that look like 'gloves' for the tendrils they use for drumming.

As kz-cutl language is drumming-based, they have very simple syntax. This is reflected in translations on Kaleida although the translators do a good job of padding out what they're saying.

Naming Conventions

Their names are simple patterns of drumming made up of harder taps (denoted by X), lighter taps (denoted by x), and either no pause (.) or a brief pause (...). There aren't many possible variations of this, so members of a hive instead get called "the first", "the second" or however many is necessary to denote which one they are. When one leaves, the later kz-cutl with that name go up the list.

Notable Quirks

Kz-cutl talk in third person. This is because community is so important for them. They can understand "I"/"me" but it feels awkward for them.

Interspecies Communication

Non-kz-cutl can choose to drum out their names on a surface or use a click language to express their name in a way that's more familiar to kz- cutl.

On a related note, species capable of echolocation, such as cetaceans and bats, may associate meanings to kz-cutl names.

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

Kz-cutl do not have a currency. This is because collaboration comes so naturally to them that it isn't considered to require compensation. The fact that their infrastructure is based on their own bodily secretions contributes to this independence on a financial system.

Business

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Credits

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~Hayley, The Character Consultancy