

The Cheribrum, a semi-open species created and designed by Kudalyn
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Original Design Sheet



Official model and finalized species design: <https://kudalyn.gumroad.com/l/vIEaF>

Cheribrum: Overview

The Cheribrum, and their sibling sub-species, the Amphibrum, are a shy species known more for hanging out with their own kind rather than keeping contact with other cultures. They are known for being fairly short and stocky in stature, usually around 4 to 5 feet at maximum. While reclusive, they are friendly and curious, but can be vicious if provoked.

Biology Notes:

With their big eyes with excellent low-light vision, and large and furred ears that excel at near echolocation and sensing the lightest air currents, they are very suited to their subterranean homes.

Their massive paws and sharp claws allow them to scale most cliffs and crags with ease, and their big tails are prehensile in a pinch and keep excellent balance.

The most surprising thing about them is their Bioluminescence - for the Cheribrums with horns and baubles on their tails (either one large round one or three smaller ones) they don't need to rely on their dark vision as much as their horns and tail can cast an excellent amount of light, but they often still choose to rely on their natural senses to traverse their homes. The bioluminescence can be turned off at will, used for nonverbal communication along with movement and positions of their tails and ears, or used to attract the insects that are part of their diet. It's uncommon to see a Cheribrum without horns, but it does happen.

It is untested whether the Cheribrum's bioluminescence is purely internal, or has some influence from the glowing fungi and insects that make up most of their diet. Most Cheribrum don't see a need to look deeper into it, particularly when there are Cheribrum born with a soft brush tail instead of the baubles, or no horns at all. If a Cheribrum consumes mostly fungi in their diet, they will often display bioluminescence on their fur in whatever natural pattern they already grow.

Cheribrum can be plantigrade or digitgrade, neither have a stronger influence in genes than the other, nor does either get a higher benefit in their environment. Cheribrum are very flexible and can compact into any tunnel that's no smaller than their skull+horns. *(Though they only do this in dire circumstances. Having their ears squished against their head isn't comfortable.)*

Cheribrum's faces and muzzle shapes can vary widely, but certain characteristics do end up being naturally favored in different parts of the globe due to pure chance and slight favor in sexual selection per tribe. Anything from a feline-like nose, to a slitted reptilian nose with a longer muzzle, to a beak-like muzzle has been categorized in Cheribrums. All have the same sharp, needle teeth made to pierce insect shells, and the sharp jagged molars to break up their food and tear apart fungi material. All face types are interbreedable, same as all other physical features. Cheribrum usually have short, broad forked tongues, but some with round tongues do exist.

No features on a Cheribrum purely lean to male or female characteristics. The only giveaway is mammalian-style breasts on females, as they do rear and raise live young - though their gestation and child rearing is fairly short term. Cheribrum young are independent at a decently young age, and families usually have only one offspring at a time. More than that is very rare.

Cheribrum can have any coat pattern, and they naturally have longer fur on their ears, cheeks, elbows, backs of their legs, and at the base of their tail. Some Cheribrum prefer to trim all their fur short, with exceptions of their ears *(though that is occasionally done)* or the base of their tail *(though that is very rarely done, unless very necessary.)* The tail fur is very silky and keeping it clean and soft is a matter of pride for all Cheribrum.

The singular large orb and the three-bauble tail tips are very heavy, and very strong. They're made up of the same material as the Cheribrum's horns and claws - not quite keratin, but strong enough to crack most stone with a sturdy hit. The Cheribrum's tail is very muscular and strong.

Cheribrum cannot crossbreed aside from other 'brum species, and crossbreeding is very,

very, very rare. Despite the fact that most Cheribrum tribes are isolated from each other, the species doesn't suffer from small gene pools/variacy. Some tribes either manage to find each other via large networked passages over long distances, or break off and form their own tribes over time - though both of these are fairly uncommon.

Cheribrum vocalizations and language are described as short, bark-like yips and similar sounds, with trilling, chirring and other repetitive sounds common. Sounds that carry well over long cave tunnels and around corners are often favored. No matter the separation or occasional dialect, all Cheribrum can understand each other linguistically.

Habitat and Diet Notes:

Found in multiple cave systems across their world, they're more common than you'd think - but their apparent scarcity is due purely due to their reclusive lifestyle. Used to the pressure and stable temperatures of their cavern homes, they don't often have contact with other cultures and species - but it's not unheard of. (*read: Society Notes*)

All Cheribrum are heavily Insectivorous and Fungivorous. Their diet is mainly made up of the various fungi and insects that live in their cave systems, and both are often farmed - though only the species of both insects and fungi that thrive well in an agricultural environment. A lot of a Cheribrum's diet is still made up of gathered food - a main staple career in the Cheribrum society is cavern exploration and wild food harvesting and hunting.

Cheribrum can eat fish, but not red meat. Only Cheribrum societies that have a cave system with an outside-influenced water source have access to fish, so it's not common for tribes to eat it. Cheribrum can also eat tubers and roots, but again only tribes that live in caves closer to the surface have access to those in their diet. They turn up their noses at other traded 'up-lander' foods - they can't eat nuts or legumes comfortably with their sharp, widely spaced teeth, and fruits and leafy greens are unheard of underground and contain more sugar than a Cheribrum can usually comfortably consume. Anything dairy is a flat no.

Cheribrum can go a long time without water, but most if not nearly all Cheribrum tribes are based around an underground fresh water source. They are fiercely guarded, cared for, and nearly worshipped.

A lot of Cheribrum cave systems often have luminescent crystal growths located somewhere in them. The Cheribrum often use the crystals to decorate their homes, mark safe passages, and occasionally use them to accent their garb. Those that don't have access to crystals or prefer other sources of light, grow and maintain either luminescent mushroom accents for paths and homes, or keep glowing insects as pets and light sources.

Cheribrum know of fire and can use it to cook food, but it is well known that an uncontrolled fire will suck the air out of any cave system near instantly, and is fatal for a Cheribrum settlement. Fire use is very strongly watched and carefully taught, and only used in large caverns with high ceilings. Almost no Cheribrum have at-home fires, and if they eat at home it's any food or meal that doesn't need to be prepared via heating or cooking. Communal

kitchens are more commonly used for that type of heated/fire-cooked food, and used for either long-term food storage preparation, meals for Cheribrum that are sick, old, or young, and as food for both hunter/gatherers before their expeditions and for festivals. Fire use is kept to small, low-heat fires with as little smoke as possible, and fuel for the fires is anything from discarded insect shells, dried inedible mushroom stalks, or oil from deep caverns (*used rarely and sparingly*)

Mushrooms make up a lot of the Cheribrum's lifestyle and agriculture. Large, multiple-feet tall mushrooms that are inedible are used for anything from building materials, clothing, and fire fuel. Fungi are used for food, medicine, dyes, decoration - anything that can be thought of. Nearly every Cheribrum knows their local fungi species by heart, able to identify a species by sight or scent alone.

Insects are used in a similar manner, used for all similar methods of Mushrooms - along with some species being kept as pets in tribes with a large amount of resources.

Cheribrum can be found in any temperature cave system - most often found in 'temperate' cavern systems, but there are some species that live in cold climates (*often seen with longer fur*) or hot climates (*shorter fur, bigger ears*).

As a note, most Cheribrum cannot swim well, as it is heavily punished to swim in and potentially contaminate their main water source. Their fur also can get saturated very easily and get heavy. It is possible for a Cheribrum to swim and learn how to swim, most just don't get the opportunity. They are not afraid of water - they just know what its dangers are and to be cautious of it.

Cheribrum do not need to bathe, as their fur naturally wicks dirt and debris with the gentle oils it produces, along with their generally pretty clean and rocky cavern systems that don't produce a lot of 'dirt' naturally.

Society Notes:

Particular tribes that live in cave systems that have pockets of open ceilings or other large amounts of contact with the upper world (*cave systems that are closer to the surface*) do have minor trade with nearby up-landers, but the Cheribrum get almost everything they need from their cavern environment, so need for outside contact is minimal.

Most Cheribrum are not xenophobic, but some of the even more reclusive tribes that live in cavern systems in hostile environments (*eg. high altitude mountain or desert cave systems*) are more hesitant with outside contact than others, to the point of just avoiding the surface altogether - though the environment outside their homes feeds into that.

Cheribrum love exploring, and love art. They are a creative species despite their sheltered, relatively limited environment. A large chunk of the Cheribrum society is dedicated to their survival and agriculture - farmers and hunter/gatherers are a lot of their jobs, along with cave exploration to expand their territory. Though the latter is seen as a understandably very risky

and dangerous career, and only the bravest (*or as some seen, crazy*) individuals do that job and try the truly risky cave spelunking. It's not uncommon for a Cheribrum spelunker to go missing, and never return from the depths.

Medicinal and dye work is an honored career, as well as food preparation. Cheribrum culture and history is nearly entirely oral based - having limited space underground, there is no room for written stories and history aside from the artwork carved and painted along any cavern wall that can be reached. Dedicated Cheribrums with excellent memory are taught, protected and often visited to tell stories about other 'brums daily life and family history. Cheribrum do not have religion or gods, they just have passed down stories that are surprisingly in-depth and likely very accurate. But to ensure there's no corruption in storytelling over time, there are always multiple lore and history keepers at one time to ensure accuracy.

Cheribrum clothing is surprisingly scarce, a lot of their cloth work (woven from mushroom fibers or insect silk) is used for tapestries - both for dampening sound inside individual's homes, or for the most important historical events and lore keeping. There is a career dedicated to keeping these tapestries in pristine condition, and weaving new ones. The clothing that is worn is either entirely practical - or just for display and frivolity and joy. Cheribrum are proud to show off their natural markings, so most clothing for show is designed to accent their markings, not hide them.

Cheribrum are unfamiliar with metallurgy, as it requires a high heat source - though there are rumors from up-landers of a tribe of Cheribrum that have made their home in a volcano, of all places! Generally Cheribrum carve things out, both crudely and with whetstone sharpening. Stone is used for anything from tools to decorations to jewellery, depending on the stone type. Gems are usually kept uncut, and are used as home decorations more often than jewellery.

Cheribrum are not unfamiliar with self defence - some species of wild insects that are hunted are often nearly as big as a Cheribrum, and there are other animal species that share the cave systems with Cheribrum that need to be defended against. Nothing else that is sentient usually - but there are many things that live in the depths that need to be respected and feared.

Cheribrum very rarely leave their underground cave systems. Though there are the rare few - considered 'sky-bitten' by other 'brums - who wish to explore and see the outside world. Such a choice is not shunned by their tribe, but more seen as an almost tragedy that one of their own has decided to leave - purely because most Cheribrum that are sky-bitten do not return home to their tribes. It is thought that the outside world is either just that dangerous, or that the sky is so poisonous that a Cheribrum who ventures outside for too long just can't return to the safety and sanctity of the underground world. Nearly all Cheribrum get nervous if there is no visible overhead cave ceiling - though there are one or two tribes in the world that live in truly massive cave systems that almost have their own weather system.

For the tribes that do live in systems with open-ceiling cave systems, they still treat the outside world as dangerous, and usually up-landers need to descend to them for trade and initiate contact, not the other way around. These tribes are the ones with the most often

sky-bitten tribe members, though the dangers of the outside world are often very strongly taught and impressed on the younger generations. Up-landers who live near open-ceiling Cheribrum tribes are very protective of their 'weird underground neighbors' and will guard their existence strongly - both because they're endeared to the strange species, but also because the medicine and dyes produced by those tribes are often top-notch.

The sky-bitten Cheribrum that do not return, often do so for tragic reasons. As a rare species that is not seen often and does not know the unfathomable dangers of the outside world, they are often killed by wild animals, or kidnapped and kept for their looks and novelty. While there is a lot of good in the outside world, there is a lot of bad as well. Any Cheribrum from the more reclusive tribes that is captured and kept will never, ever give up the location of their home tribe. They are fiercely loyal to their own and would - and will - die rather than give up that knowledge.

Not every story is sad, for there are sky-bitten Cheribrum who find good people and have grand adventures. But those Cheribrum get used to the wideness of the outside world, and cannot bring themselves to live underground again. The ones that managed to return home for visits are celebrated, but also kept at arm's length - they are not the same tribe members that had left, and many parents do not wish for their young to be poisoned by the stories of the sky-bitten. Along with not wanting to have much influence from items or medicines that are available to the outside world, unless absolutely necessary for a tribe's survival. Any sky-bitten Cheribrum from open-ceiling cave systems will often not stay in up-lander villages near their old home - too guilty for leaving their tribe, and also trying to avoid being guilted back into living underground once they have a taste for the sky.

Key Species Design Rules:

Cheribrum's can have any horn style, but most are either short or close to the head. Big, fancy or long horns are not seen on Cheribrum.

Cheribrum usually have three fingers and a thumb, but can occasionally be seen with four fingers and a thumb. They usually always have four-toed big feet.

The three main 'Cheribrum' design accents are their large ears, the big fluff at the base of their tail, and their long tail. Short-tailed Cheribrum don't exist.

They can be plantigrade, or digitgrade.

The body shapes seen on Cheribrum are displayed on their model. Can be fairly slender, or stocky and thick. Cheribrum are generally not heavily muscular, but are strong despite their size.

Cheribrum are not a tall species. 5 ft is considered tall for a Cheribrum.

While they can have multiple tail-tip types, the common ones are the large round orb, the three baubles, or a large brush tip. Rarely will a Cheribrum not have any of these/have a slender tail tip.

Any marking pattern can be on a Cheribrum. There are no limits!

Cheribrum's have multiple muzzle and nose styles. The ones included with the model are the ones usually seen on 'brums.

These are all the Canon style notes. If you'd like to experiment with your Cheribrum design, you can do so! But any variation past these key design notes means that it's not a Canon design style for a Cheribrum, thus not a lore-accurate design.

Semi-Open species means that you can make and sell your own Cheribrum designs and adopts! But the Species is owned and designed by Kudalyn, and cannot be claimed as anything other than such.

Also, no other 3d model can be made of the Cheribrum species.

The model or species cannot be used as heavy influence on something else or other species design - without permission from Kudalyn.

The Lombrum is a 'non-canon' design DLC, as per their outside-lore design influence.

Asset rules:

You Can:

- Make and sell assets for the Cheribrum such as Horns, Mane/Fluff, Textures, and Hair, or use other horns/etc made elsewhere.
- Clothing can be made and sold as well, though a design sheet/layout for their society's aesthetic/style still needs to be made. (*Making modern-or-other style clothing for the Cheribrum is allowed, just not canon.*)
- (Any assets made with intent of selling cannot include any significant amount of the original mesh made by Kudalyn)

You CAN NOT:

-Make another model/avatar of the Cheribrum species, or use the model or species as heavy influence on something else you plan on distributing or selling. This is the official Cheribrum species and base model. It is the only one.

-Make any alterations to the Cheribrum mesh with the intent of sharing/redistributing it outside of Kuda's Discord server. It is ONLY allowed if it is done within Kuda's discord server, and only to other registered owners of the official Cheribrum. Sales of such alterations are only allowed within Kuda's discord server, and cannot be priced higher than the original base model's price (\$45 USD)