Crystal Archives

- The Species Itself
- Habitat
- Community
- Reproduction
- Design Rules
- Current Members
- Welcome to the Geokin Wiki

The Species Itself

Welcome to the Species page. On this page you will find all the information about Geokins themselves, how they look, what they eat, and so on. Young-lings and younger Juveniles are referred to as Geodes, while older Juveniles and adults are referred to as Geokins

General Design

For Information on what you need to look out for when creating your own Geokin please refer to Design Rules.

Head:

Geokins are anthropomorphic fluffy Drake-like Creatures. Their snout ranges from medium to short length, with relatively wide round ends as Geodes and more narrow and sharp as adults. They also feature distinct jagged jaws used for crushing and breaking down the crystals they consume and 1 slightly angled slit on either side representing their nose.

Geokins have amazing vision in the dark. As Geodes their eyes are big and round, while adults have smaller narrower eyes. Every Geokin features a set of 2 ears, usually long and pointy with a wider base. 2 horns in variable design and size and a generous amount of cheek fluff. Their horns are a good indicator for their age, since they slowly grow larger over time.

For a representative of the family of Drakes, Geokins have very short necks, more akin to those of humans, featuring a modest amount of neck fluff.

Arms:

Geokins have human-like arms with 4 claws as fingers and a singular large paw pad in their palm. Here Geodes don't differ much from adults, mainly being more slender, less muscular and featuring shorter claws. These claws are mainly used for digging, burrowing and climbing

Legs:

The Legs of Geokins are typically digitigrade with either 3 or 4 toe paws, paw pads included. Geokins don't have any sort of claws attached to their toes, as their paw pads give them enough grip to safely and swiftly traverse the rough terrain of caves.

Tail:

Geodes feature a shorter very plush tail, akin to a very oversized nub tail similar to that of a bunny. Tails of Adults are longer and more streamlined, but just as plush and thick as those of Geodes.

Body:

Geodes feature a softer, pudgy body structure while adults have slimmer, toned, muscular body structures.

Crystal Deposits:

This is the distinguishing feature of Geokins, their Crystal deposits. These show up in their ears and on the base of their tales, optionally on their shoulders, elbows and ankles. What kind of Crystals grow on a particular Geokin largely depends on their exposure to them while they were developing in their egg and on their diet early on in the Geode Stage.

Coloration:

A Geokins color scheme entirely depends on their crystal deposits, meaning their fur color represents the colors of the crystals they consume. With multicolored crystals or diets consisting of multiple different crystals, the colors are represented in markings or different colored sections of their body, for example their belly, arms, legs, or head. Their eye color also derives from their crystal deposits, in rare cases even effecting the color of the sclera.

Development Stages

In general there are 4 Development Stages in a Geokins life.

Egg:

The egg starts out small and grows to roughly 5 times the size of that of an ostrich. Each egg picks up the coloration's which the Geode inside will have once it hatches. The eggs need to be surrounded with crystals for proper development. This stage lasts between 5 and 10 years.

Geode:

Once hatched a Geode is born, these little critters are not much bigger than your average house cat. During this Stage the Geode will consume an immense amount of crystals to grow, strengthen and develop further. What kind of crystal is consumed is not too important early on, although the Geode will prefer and seek out the kind which it was exposed to during the previous stage. This stage will last quite long, usually ranging from 200 to 300 years. The crystal deposits of Geodes are smaller and limited in where they are located.

Geokin:

Geokins are now fully grown and considered adults. During this stage they will consume a considerably smaller volume of crystals, basically enough to sustain themselves. They will only consume more if they desire to grow larger / stronger, or if their occupation requires it. This stage lasts a couple thousand years, theoretically infinite if the Geokins crystal deposits are of a common type. Their crystal deposits are bigger and spread over larger areas.

Elder:

Elders are recognized by significantly bigger horns and larger crystal deposits overall. Elders also need to closely watch their diet, as consuming crystals that possess molecular differences too great to those of their deposits could risk their lives.

Personality Characteristics:

Geokins are very social creatures, communicating with subtle "bwah, bah" and deep purr-like sounds. They can often be found in large communities located in underground cave cities. They have a great sense for community and are always happy to help other members of their community. Geodes specifically are very playful and don't miss any opportunity to cause mischief.

Food:

Geokins exclusively feed on crystals or crystalized minerals. Basically if a certain material can occur as a crystalline structure in nature Geokins will see it as food. The restriction to what Minerals Geokins eat also applies to the crystal deposits on their bodies.

Habitat

Welcome to the Habitat page. On this page you can learn everything about the Habitat of Geokins.

Location:

Geokins live mostly in underground caves, nomads and exiles can also rarely be found in surface caves. Geokins choose the location of their homes depending on the abundance of natural resources in the area. The more natural resources there are the bigger the expected settlement. These settlements are called cities.

Cities:

Cities are larger settlements of Geokins, consisting of roads and houses carved out of rock and stone. They pretty much look like what you'd expect from any underground cities, large burrowed out cave structure, rarely natural light, many dimly lit street lamps made out of luminescent materials, many individual houses varying in size and shape usually being very close to one another. These cities also feature many social attractions like parks and places to gather and hang out.

Tunnel Networks:

Different cities are connected via intricate Tunnel Networks used for Traveling and Transporting goods. These Tunnels are usually kept larger in size to accommodate the Geokins traversing them and for comfort.

Natural Predators:

Geokins have many Natural Predators. Basically anything with natural weapons, such as claws or sharp teeth and ill intend will attack Geokins, that's why they live secluded deep underground and rarely come up to the surface. Geokins can defend themselves, but aren't naturally born fighters. It requires a Geokin years of vigorous training to gain the skills necessary to consistently survive on their own on the surface.

Community

Welcome to the Community page. On this page you can learn everything about the communities Geokins form and how they live together.

General Information:

Geokins are very social Creatures. Although Geokins can be found roaming the lands on their own, usually they live in larger communities of up to several thousand members. These Communities live together in cities of varying sizes.

Occupations:

These cities are run and managed by the community. Geokins take up different tasks as their occupation, those usually consisting of:

- Guard duty
- Tending to the young
- Housekeeping
- Trade
- Craftsmanship
- Policing
- Various Services | Spa, Manicure, Grooming

Geode typical behaviors:

Geodes are rather playful and often cause mischief. They love to form friend groups, clubs and gangs to terrorize the local streets and police or run off into uncharted territory to create their own secret bases.
This kind of behavior is often seen in Geodes nearing their Juvenile state and will quickly fall off once they develop a sense of duty from proper teachings by older Geokins or their parents.

Ranks and Hierarchy:

Geokins usually don't split their communities with Ranks or Hierarchies, although it can occur if the community grows large enough. Hierarchy or Rank Systems are more commonly seen with guards, especially in larger cities where the founding family is seen as royalty and have their own royal guard.
Members of the royal guard are often revered and looked up upon by not only their local community but also from communities of other smaller surrounding cities. Geokins serving in regular guard duty may be promoted to royal guards if their service to the community was especially well received and recognized, or if the royal family sees great potential in them.

Royal Families:

Royal Families in the Geokins Species are more common than you would think. Royal Families are often also referred to as the Founding Family of their local community. Basically, each city that exists within the Geokin world was started by one adventurous duo or family of Geokins creating their own home out of nothing and growing bigger either from travelers or their own offspring. Once the city grows big enough or reaches a certain age, that founding family is recognized and referred to as the royal family of that city.
Even though one would assume that these families hold a higher status due to their name, their recognition and fame within their local community. they are actually no different from any other family and often don't have special occupations within their ranks.
Royal Families may hold special celebratory or festive events to either address or entertain their local community. They may also address their local community when new laws are presented for voting.

Political Systems:

Geokins don't really have Political System since they hate fighting and Wars and only result to violence when it is absolutely necessary, for example when fending off attackers. Communities from cities are usually pretty secluded and don't interact much with other ones.
Only really doing so in special occasions, for example when help or advice is requested. The large sense of community Geokins possess, contributed by the numerous natural predators they have, allows them to live in piece with each other.

Reproduction

Welcome to the Reproduction page. On this page you can learn everything about how Geokins reproduce and multiply.

The Biological aspect:

Geokins reproduce by laying Eggs. When 2 Geokins want to mate, they both start consuming excessive amounts of Calcium and or Calcite. These are Elements needed to create the Eggshell. Geokins have a storage organ within their bodies in which the excess Calcium gets stored. usually one Geokin doesn't have enough capacity on it's own to be able to create an egg, thus 2 are needed.
While both Geokins gather Calcium, they also start building a Nest out of Crystals.
Once enough calcium has been gathered, one partner is chosen to create the egg. The other partner expels all of their gathered calcium, allowing the first to consume it and hold it in their stomach. They then lay down in the Nest and wait for the Egg to be created and laid, this usually takes about a week.

Which DNA traits from the respective parents become the dominant one is random and quite similar to how it happens with any other species. On rarer occasions mutations can happen, resulting in the newborn Geode looking widely different from their parents.

The Egg will continuously draw in energy from the surrounding crystals within the Nest to grow and nurture the growing Geode inside. This continues over the course of the next 5 to 10 years, during this time the egg changes in color depending on the crystals the Nest was made out of. Once the egg has drawn in enough energy and the Geode inside is fully developed, the egg hatches and a new Geode is born.

Because the parents have to undergo a very strict diet to be able to gather enough Calcium within a reasonable time, it is a very taxing endeavor to reproduce. Often Geokins take longer to recover from creating an Egg than the time it takes to hatch.

The Social aspect:

Surprisingly Geokins are not too keen on reproducing. This is mostly because of the well known fact among Geokins that, creating an Egg is very physically taxing. Geokins who don't properly plan out their diets and overindulge in Calcium to "get it over with" often die because of the missing nutrients they would receive from consuming their affiliated Crystal Type.
In larger settlements there are usually dedicated Groups of Geokin who figured out the best way to manage their diet effectively and be able to keep as much energy while gathering just enough

Calcium to create an Egg rather quickly.

Design Rules

Welcome to the Design Rules page. On this page you can find all the information needed to create and design your own Geokin OC.

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none negotiable:

These features are not negotiable to change, meaning you have to have these features on your character, otherwise it will not be recognized as a Geokin. The rules are as follows:

- Crystal deposits in the ears and on the base of the tail (minimum)
- No teeth
- Snout shape and form as described in The Species itself
- Must have no more than 2 horns and 2 ears
- 4 claw fingers
- Tail shape if your character is a Geode
- No wings
- no genitals or reproductive organs

negotiable:

These features can be negotiated and will be either approved or disapproved on a case by case basis. The rules are as follows:

- Tail shape if your character is a Geokin
- Only having 1 Horn
- Crystal deposits on weird locations, for example in the eyes or mouth
- fur color pallet deviating from crystal deposit color pallet

free to change:

These features can be freely changed and don't need manual review to be approved The rules are as follows:

- Amount of Toes | 3, 4, or 5
- Horn shape
- Eye color including sclera
- Patterns and markings

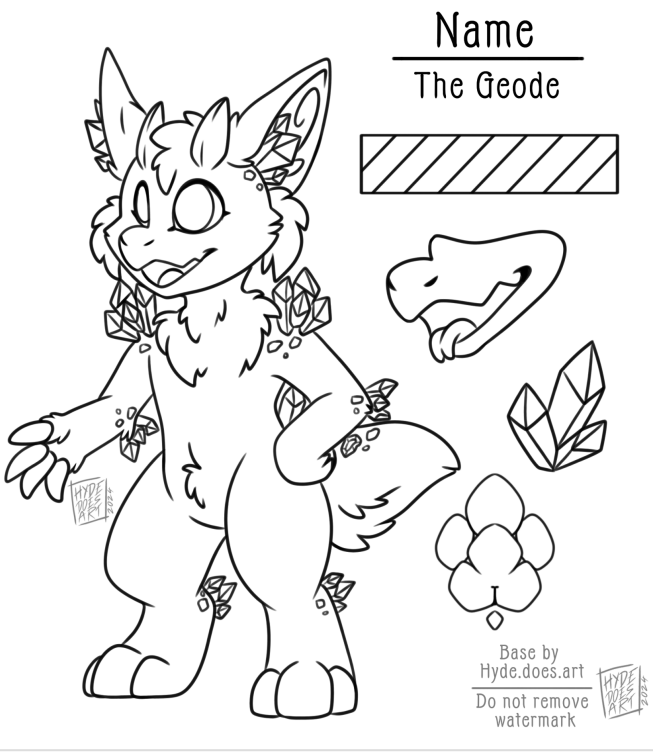
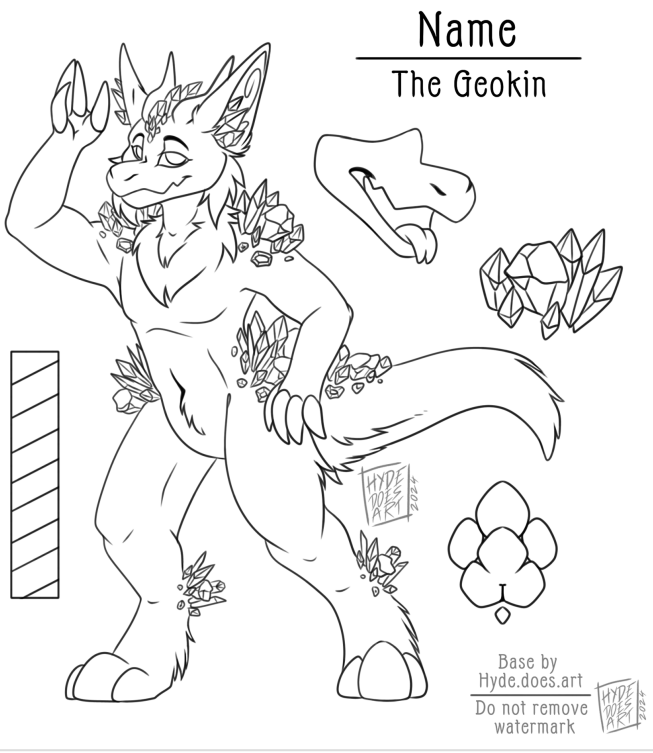
- Tongue shape and color
- Crystal deposits locations | shoulders, elbows, ankles
- Crystal deposit size if your character is a Geokin

Bases

FTU (Free to Use):

Bases are made by **Hyde**

download the Bases by clicking on the Names

Geode	Geokin
	

Current Members

Welcome to the Members page. On this page we proudly display all Members of the Geokin family with their characters Ref-Sheet and links to socials.

If you want to be added to this page, please contact me at @Myra_Fur on Telegram

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Myra Valentine	Olly	Ashen
		
Occupation: Royal Guard		
Physical Attributes	**Physical Attributes**	**Physical Attributes**
Crystal Type: Fluorite	**Crystal Type:** Oyster Copper	**Crystal Type:** Amethyst
Horns: Dual, Barbed Tips		

Welcome to the Geokin Wiki

In this Wiki you'll find all the Info of what Geokins are, how they function and everything relevant about the Species as a whole

This Page is managed and reviews by me. If you have any questions or suggestions for the Species feel free to contact me at @Myra_Fur on Telegram.

I'm also going to mention this off the bat, due to their design I'm enforcing a strict **NO NFSW** artwork rule with this species. Please be so kind to follow this rule. If I or my Admins happen to find any NFSW Artwork of Geokins we will contact the artist and ask them to delete it.

The Species Itself

Here you can learn what defines a Geokin and what they look like.

Community

Here you can learn about the social aspects of Geokins and how they live together.

Habitat

Here you can learn what a Geokin's Home looks like.

Reproduction

Here you can learn how Geokin reproduce and multiply.

Design Rules

Want to create your own Crystal Critter? Here is the best place for that.

Current Members

Here we display all the current Geokins that exist in the world.