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.

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