

THE GOHMA

In all the dark corners of Hyrule lurks the spider-like Gohma. Incredibly ancient, these arachnid monsters are the oldest surviving creature native to Hyrule. They were purged by even more powerful ancient forces, broken and left wandering the world as animals for countless generations. That is until a Fallen Sage discovered a way to resurrect their lost power and use it to her own ends...



- GOHMA TRUISMS -

FACTION TYPE : SWARM

The Gohma undoubtedly used their massive population count as their primary means of military expansion. Just about any Gohma army could outnumber any military.

FACTION MILITARY FOCUS: INFANTRY/CAVALRY

The Gohma deployed a vast variety of melee centric creatures to enforce their will and consume their enemies. Some of these creatures were large and fast enough to function much like conventional cavalry used by the other races of Hyrule.

RACIAL BONUSES/PENALTIES:

- Combat Performance in Forests +1
- All Generals have Squalor -1 and Loyalty +1
- 10% reduction to all unit costs
- Combat Performance in Snow -1
- All Generals have Influence -1 and Troop Recovery -1
- Cannot initiate any Diplomacy or hire Mercenaries

CULTURE: HIVE

The Gohma lack a true culture, seeing as each individual is merely an extension of the hive's will.

RELIGION: WILL OF THE HIVE

It is best to think of the Gohma not as individuals, but disembodied hands, legs, and tools from which the will of the hive manipulates its environment and wars against the civilizations of the world.

STARTING TERRITORY:



Gohma

The Gohma were created at the dawn of the known world as servants of the mysterious being known as Iemanis. When the Goddesses of Hyrule purged the land of all corruption, Iemanis was destroyed and the surviving Gohma became nothing more than wild animals. Countless years later the Fallen Sage Sulkaris found a way to instate herself as the will of the Gohma and use them as their creator did in primordial times. The types of Gohma are so vast and varied that there is no appropriate general description of them as race. The only thing all Gohma share in common is their single glowing eye and spider-like limbs and appendages.



GOHMA MILITARY ROSTER

The Gohma birthed and deployed a very large variety of creatures for their invasions, many bred to perform specific functions in their army. A vast majority of them used their powerful claws and mandibles as their weapons, while some of the larger Gohma could reach frightening speeds with their many legs.



Larva

History

The youngest creatures to dwell within a Gohma Hive, Larva were fully aware and capable of performing tasks only a few moments after birth. Despite their small size they were rather vicious and displayed surprising strength, particularly their ability to jump.

Role: Light Frontline Infantry

In a battle the Gohma Larva served little more than cannon fodder. Their huge unit counts allowed them to surround and overwhelm most enemies, as well as clog and block off just about any choke-point.

Attributes

- Garrison (Unit upkeep is free when stationed at city)
- Recruit Anywhere (Can be trained slower in any settlement without required building)
- Easily Trained (Unit is trained faster)
- Numerous (Unit has a larger troop count)



Royal Larva

History

These specialized larva are bred for entirely different purposes, in particular they will one day become reproductives and continue to lay eggs for the hive. While not as powerful and certainly softer and less durable than the Gohma's generic breed of larva, the Royal Larva are much smaller and can hide really easily from the eyes of enemies.

Role: Light Surprise Attack Infantry

Royal Larva could sneak just about anywhere, hiding in brush or under rocks just waiting to leap out at enemies to deliver a nasty bite. They could easily be set up to ambush passing enemies, or sneak around an army engaged with other Gohma in order to attack from behind.

Attributes

- Stealth (Can Hide Anywhere)
- Nimble Footing (Unit has 25% increased chance to Parry melee attacks)
- Swift (Unit can move faster than other units of its type and size)
- Numerous (Unit has a larger troop count)



Caretaker

History

Caretakers aided the larger Hive Keepers in nursing Gohma newborns and maintaining establishments. Although specialized for nursing, Caretakers had a potent bite and could fling vicious Royal Larva from their abdomens at enemy forces.

Role: Light Support Infantry

A batch of Caretakers performed a blend of different combat roles. Though they had quite a bite and could put up quite a fight in a melee, they could also fling Royal Larva from their backs unto enemies at a distance. When not in combat, they could focus and project the will of the Hive on other nearby Gohma.

Attributes

- Support: Hive Mind (Keeps troops alive longer, improves morale)
- Skirmisher (Infantry can make one ranged attack before charging)
- Easily Trained (Unit is trained faster)
- Numerous (Unit has a larger troop count)





Pincergohma

History

These hardened warrior Gohma served as their primary infantry and invasion force. Not only was their shell extremely durable, but their large bladed pincers could puncture and tear apart even some of the heaviest armors worn by the soldiers of other armies.

Role: Light Assault Infantry

Pincergohma's powerful attack and surprising durability made them best served by sending them full force into enemy lines. They could quickly tear apart armored foes with ease and take quite a beating themselves.

Attributes

- Heavy Armor (Resistant to all but Armor Piercing Attacks)
- Armor Piercing (Attack ignores enemy armor)
- Hardy (Unit tires more slowly regardless of environment)
- Numerous (Unit has a larger troop count)



Gohma Long Legs

History

As their namesake implies, these Gohma are bred for speed and covering vast distances in short order. They seemed to be intended to patrol Gohma borders, though in combat they performed much like conventional cavalry used by other armies.

Role: Light Assault Cavalry

Gohma Long Legs were tall and swift, with enough speed they could trample over both infantry and cavalry and crush unarmored foes under their feet. Their only real drawback was their delicate frame, surprising considering how durable most Gohma were for their size.

Attributes

- Swift (Unit can move faster than other units of its type and size)
- Beast (Damages morale of all non-beast units)
- Long Reach (Bonus Damage against all Cavalry, immune to charges)
- Numerous (Unit has a larger troop count)



Shield Gohma

History

The Shield Gohma displays one large, massive claw, from which it uses as a durable living shield. Often these creatures can be seen at the very front of Gohma armies, slowly moving forward to protect their smaller companions from enemy arrows and other ranged attacks.

Role: Heavy Defense Infantry

Shield Gohma were undoubtedly protectors and defenders in the Gohma armies. They could shrug off arrows and just about any blow. Despite their amazing durability, they were somewhat clumsy and very, very slow. A quick foe could easily outpace the creature.

Attributes

- Claw Shield (Immune to arrow fire)
- Shield Wall (Allows unit to form Shield Wall)
- Hardy (Unit tires more slowly regardless of environment)
- Numerous (Unit has a larger troop count)





Hive Keeper

History

Hive keepers served as builders, nurses, janitors, and general maintenance for Gohma nests across their territory. On a normal day they tended and cared for Larva, repaired any damage to hives, and made sure everything was in working order. In battle however, the Hive Keepers became terrifying monsters.

Role: Light Harassment Cavalry

In a warzone the Hive Keeper was extremely mobile, running alongside enemy forces as they flung giant batches of Gohma eggs and larva. Their ability to fire on the move, combined with their running speed, made them perfect for circle strafing attacks.

Attributes

- Beast (Damages morale of all non-beast units)
- Fire on the Move (Unit can attack while moving)
- Police (Unit can maintain public order in stationed city)
- Numerous (Unit has a larger troop count)



Tank Gohma

History

The Tank Gohma is the ultimate weapon of war deployed by the arachnid forces. A giant lumbering engine of death and destruction, a single Tank Gohma can effortlessly trample an entire unit of enemy soldiers to death. When facing more deadly targets, the Tank Gohma can use its two massive claws to rip apart and battle whatever may face it.

Role: Heavy Assault Cavalry

The large size of the Tank Gohma, coupled with its damage potential and durable skeleton make it a rather powerful offensive weapon against just about enemy army. Anything short of siege weapons, magic, or very, very, very brave spearmen will be crushed by its charge attack.

Attributes

- Trample (Unit has chance to instantly kill enemy in charge attack)
- Beast (Damages morale of all non-beast units)
- Wide Arc (Can attack multiple enemies at once)
- Numerous (Unit has a larger troop count)



Acid Sprayer

History

These giant bloated Gohma brought with them a horrifying weapon: burning acid. The creature could unleash a burst of acid from its abdomen, raining down the yellow ooze across a large area. Anyone unfortunate enough to be caught under the attack could potentially receive horrible burns and be taken out of a fight.

Role: Heavy Suppressive Fire Cavalry

The lumbering movement of the Acid Sprayer usually relegated them to staying far from battle and unleashing their large area of attack from a distance. While their acid would not kill enemies outright, after being soaked in the ooze it would slowly burn away at enemy soldiers, usually sending their morale plummeting and causing them to rout.

Attributes

- Wide Arc (Can attack multiple enemies at once)
- Armor Piercing (Attack ignores enemy armor)
- Beast (Damages morale of all non-beast units)
- Numerous (Unit has a larger troop count)





Shroud Walker

History

These truly massive and wicked looking creatures are actually one of the more docile members of the Gohma army. Despite their lack of direct combat ability, their passive talents were just as terrifying as any number of Gohma claws and mandibles.

Role: Heavy Support Cavalry

The Shroud Walker could slowly unleash a blue layer of dense fog from its mushroom shaped shell. The resulting cover could hinder enemy vision tremendously, destroying their morale and ruining their combat performance.

Attributes

- Support: Gohma Shroud (Conceals nearby units, damages enemy morale)
- Beast (Damages morale of all non-beast units)
- Wide Arc (Can attack multiple enemies at once)
- Numerous (Unit has a larger troop count)



Armogohma

History

Armogohma were one of the most powerful tools in the hive's arsenal. While the large creature itself is a rather powerful beast in combat, the true terror of the Armogohma is its eye. The massive arachnid is able to eject a stream of liquid from its tear duct, at which it almost instantly ignites on fire. The resulting beam can burn down entire swaths of enemy forces.

Role: Assault Siege Weapon

The Armogohma can serve several potent combat roles, everything from a melee beast to a ranged strike unit. The creature is perhaps best used for sieging buildings, enemy siege engines, and burning down gates and towers. While a decent creature in combat, it's still extremely vulnerable to weapons with long reach and continued barrages of arrows.

Attributes

- Heavy Siege (Siege Weapon is more accurate and deals more damage to buildings, but much less accurate against moving targets)
- Flame Attack (Ground continues to burn on impact)
- Beast (Damages morale of all non-beast units)
- Numerous (Unit has a larger troop count)



Acid Batch

History

The Acid Batch is a pool of bubbling ooze pushed into battle by a group of smaller Gohma. These cauldrons can be aimed and heated, unleashing a glob of burning liquid across vast distances. If the Acid Batch hits its target, the projectile will explode and unleash a burst of burning gasses around the impact zone.

Role: Suppressive Fire Siege Weapon

The Acid Batch could certainly take down enemy fortifications with enough concentrated firepower, though the weapon was best used to flush out enemy forces and break their morale with constant artillery strikes.

Attributes

- Explosive (chance to instantly kill multiple enemies in attack)
- Wide Arc (Can attack multiple enemies at once)
- Armor Piercing (Attack ignores enemy armor)
- Numerous (Unit has a larger troop count)





GOHMA AGENT ROSTER

Viewing the Gohma as a rampaging horde of mindless arachnids was a fatal mistake: their collective nature made them vastly more intelligent than many beings could ever hope to match. When outright invasion was not an option, the arachnid empire would resort to creative means to defeat their foes.



Gohma Princess

History

Young heirs to the metaphorical Gohma thrones, a Gohma Princess had some level of autonomy that other Gohma lacked, and could in turn receive and command the will of the hive to a limited degree. A Gohma Princess was often paired with several hundred Gohma to maintain a stable connection with the rest of the hive.

Role: Officer

Gohma Princesses' were the Gohmas' Officer unit: trained and attached to each and every single group of units deployed unto the battlefield.



Gohma Regent

History

Gohma Regents were Queens-to-be; old enough to command power over lesser Gohma but not fully reproductive. As they awaited impregnation, Regents were assigned to directing Gohma hives.

Role: Commander

Gohma Regents were automatically assigned to command Gohma armies that had no Queen in charge.

Attributes

- Can command armies in absence of a General.



Gohma Queen

History

Gohma Queens were considered some of the highest priority and most valuable Gohma in any Hive. A single queen could lay hundreds of eggs in a single day. When threatened they could engage in battle with powerful claws, as well as command vast swarms of lesser Gohma.

Role: Commander

A Gohma Queen could command an entire Gohma army. Multiple Queens could perform in a battle together, though only the most experienced was given the leadership role.

Attributes

- Commands entire armies.
- Can Rally fleeing soldiers.



Hive Amplifier

History

The Gohma were all connected by some invisible force, a force that strained and vanished with distance. When moving into unfamiliar territory far from their hive, the Gohma would send in chains of Amplifiers, creatures that could project the will of the hive into a surrounding region.

Role: Priest

The Hive Amplifier can spread the influence of the Gohma's hive on any settlement they station themselves near, causing unrest and rebellion.

Traits

Will of the Hive

This Gohma's projection of the hive makes its influence on others evident.
- Influence +1

Combat Proficiency

Though not of military standing, this individual is more than capable of fighting.
- Violence +2

Infestation!

A Hive Amplifier with enough experience could call down an Infestation on a target enemy city. When called, a Gohma Queen would be selected to participate and her entire army would march tirelessly to their target. The Will of the Hive became so strong during these events that other creatures related to Gohma, such as Arurodas and Tektites would fall under their influence.



Gohma Mite

History

These tiny creatures were capable of sneaking under the watch of all but the most astute sentries. Gohma Mites could get into just about any location and absorb information for use by the Gohma Hive.

Role: Spy

Gohma Mites could explore and chart out land very quickly, as well as spy on neighboring lands.

Traits

Diminutive

This individual was extremely small and hard to spot, but it could take quite awhile to traverse vast lands.

- Movement Points -3, Subterfuge +3

Observational

This individual knows what to look for and how to find it in any situation.

- Line of Sight+1



Gohma Harvester

History

The Gohma convert all manner of resources into both food and material to construct their massive hives. Gohma Harvesters seek out a large variety of these resources to convert for the hive, be they Rupees that can be broken down into durable paste or Ordonian Goats to feed newborn larva.

Role: Merchant

The Gohma Harvester can set up nodes on resources across the Land of Hyrule, sending their income back to the nearest settlement.

Traits

Combat Proficiency

Though not of military standing, this individual is more than capable of fighting.

- Personal Security +2

Observational

This individual knows what to look for and how to find it in any situation.

- Line of Sight+1





GOHMA HEROES

Ultimately all Gohma are extensions of the hive's will. Individuality was nigh impossible among their kind, though to other races of Hyrule certain Gohma creatures stood out from the rest. On occasion the Gohma were capable of manipulating individuals of other races to do their bidding as well.

Sulkaris, the Fallen Sage

Sulkaris once served as a First Sage, a guardian of the Triforce and the world of Hyrule from the corruption of demons and other malevolent beings. Sometime early in her existence she deemed it necessary to take the Triforce into her own hands and assume control of Hyrule. She was stopped by her fellow First Sages, stripped of her powers, and banished to Hyrule forever. She proceeded to war against the many nations of Hyrule, eventually being slain by King Gustaf.

Sulkaris had far more planned, however. After her fall, she came across the Gohma and discovered a way to unite them all under her influence. Now all Gohma exist as extensions of her will, and so long as they live she can endlessly respawn until her mission is fulfilled.

Character Traits:

Fallen Sage

This individual was once a Sage of Hyrule, but circumstance has resulted in them being banished from the title.

+3 Authority, +3 Dread

Warlord of Terror

Even the bravest of knights and kings would admit to fearing to face this infamous monster in battle.

+5 Dread, +2 Authority

Berserker

When this person descends into battle, friend and foe alike part in their wake.

+4 Dread, +3 Morale, +3 Command when attacking, -3 Command when defending, +4 to your general's hitpoints.

All Conquering

This person is the greatest conqueror of their time, unable to find a foe capable of stopping their conquests.

+4 Authority

Cruelly Deformed

This person's features are what most would consider either deformed or inhuman. It is frightening and sad.

-5 from popularity

Genius

Blessed with a superior intellect, this person's genius is an asset that they can apply to all aspects of their life.

+3 Command, 10% bonus on all trade income, 10% bonus on tax income



Matriarch

The Matriarch is one of the oldest surviving Gohma in all of Hyrule. A massive Queen that has grown to frightening proportions, the Matriarch can lay thousands of eggs in a single day and shows no sign of stopping any time soon.

Though she spends most of her time in the Gohma's central hive, this powerful creature has been known to personally siege and destroy enemies that become a threat to the Gohma at large. Her powerful eye beam has been known to incinerate entire armies.



Character Traits:

Superb Administrator

This person is a natural governor, able to properly administrate the affairs of a powerful city-state.

10% bonus on all trade income, +3 to law

Great Builder

Has left a legacy in stone that is sure to endure. They inspire their workers to complete great buildings with even greater efficiency.

15% discount on construction costs, -3 from squalor

Strong Defender

This person has no qualms about the enemy bringing the fight to them - they have shown skill in defeating others this way.

+3 Command when defending

Intelligent

Understands things others can't without having to try much of the time.

+2 Command, 5% bonus on all trade income, 5% bonus on tax income

Merciless Mauler

This person is not beneath mutilating a fallen foe to make their next enemy lose their nerve.

+3 Dread

Seethes with Anger

Fists clenched, nostrils flared, somebody would say something if anyone dared.

+1 Dread, +1 Command, -1 Morale

Proven Commander

This person has proven themselves to be able to command men in battle very effectively.

+3 Command

Agitha

As a child, Agitha was fond of insects and arachnids and would often collect them within the basement of her house to occupy her time while her parents were gone. When the Gerudo Wars claimed the life of her parents, a Gohma she had in her possession made a then defeated Sulkaris aware of her trauma. She took advantage of Agitha's grief, tricking the impressionable young girl into becoming a pawn of the Gohma.

Agitha is completely out of step with reality, the trauma of her missing parents coloring her view of the world. She sees the will of the Gohma as the only means to solve Hyrule's problems, in particular that of loneliness. She sees Sulkaris as a mother figure, perhaps filling the void her own parents left.



Character Traits:

Very Cultured

Quite an authority on the arts, and considered very well cultured.
+1 Authority, +2 to popularity

Totally Closed

Extremely distant and hard to speak to on any sort of personal level.
-2 Morale for all troops on the battlefield, -3 from popularity

Skewed View

Has developed an incredibly odd and sometimes disturbing view of things.
-1 Command, -1 Authority, 2% penalty on all trade income

Dysfunctional

This person has times when their madness prevents them from dealing with what's at hand at all.
-1 Authority, -1 Morale

Sadly Ignorant

Frustratingly unaware of how things work, more so for those that must answer to them than others.
-1 Authority, 5% penalty on all trade income, 5% penalty on tax income

Shining Faith

Years of serving the hive has only reaffirmed their belief and conviction.
+3 Piety

Infested

This person displays signs of Gohma infestation, a terrifying prospect for enemies that face them in battle.
+5 Dread

Mido

Once a chieftain of the Kokiri, Mido was tricked by the will of Sulkaris with promises of power over his people. In return he was exiled by the Great Deku Tree, losing everything he had and becoming a pawn of the Gohma.

To this day he blames the outcome of his life on the Great Deku Tree, whom he plots to take revenge upon. Luckily for him, his wish coincides with Sulkaris, who also seeks the destruction of the forest guardian.

Character Traits:

Skewed View

Has developed an incredibly odd and sometimes disturbing view of things.

-1 Command, -1 Authority, 2% penalty on all trade income

Dysfunctional

This person has times when their madness prevents them from dealing with what's at hand at all.

-1 Authority, -1 Morale

Sadly Ignorant

Frustratingly unaware of how things work, more so for those that must answer to them than others.

-1 Authority, 5% penalty on all trade income, 5% penalty on tax income

Feels Honoured

Has been made to feel like a truly valued and honoured member of their people.

+5 Loyalty

Field Tyrant

They exert their malevolent plans upon their enemies in ways that suggest they are devoid of conscience.

+4 Dread, +1 Authority

Infested

This person displays signs of Gohma infestation, a terrifying prospect for enemies that face them in battle.

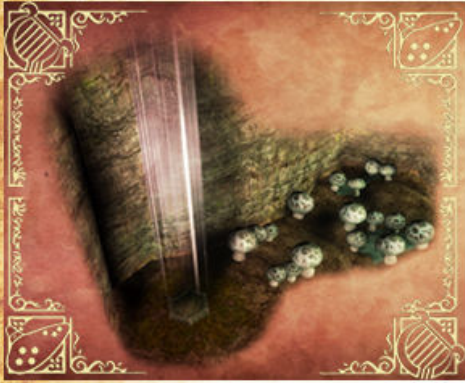
+5 Dread





GOHMA BUILDING PROJECTS

Despite the vast destruction that the Gohma brought upon Hyrule, they were more than capable of creating vast and stunning cities just below the surface of the earth. They were experts at constructing efficient and nearly self-sufficient settlements, with large menacing spider-like towers and protrusions jutting from beneath the swamps of their homeland.



Mycelium Colony

History

The Gohma are constantly in search of fresh meat to load their stocks, though fortune does not always favor a constant supply. The Gohma supplement their diets with all manner of fungi, and have crude but self-sufficient farms with subterranean cultures.

Attributes

- Provides Food for Settlement
- Increases population growth
- Allows Hamlet to expand to Village



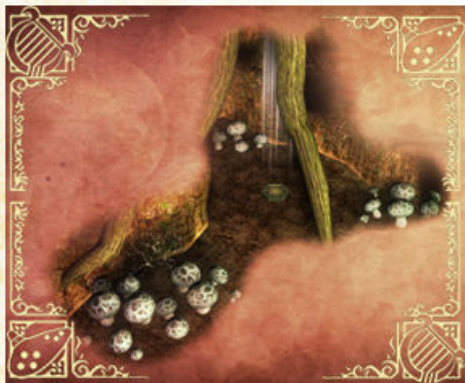
Mycelium Network

History

Underneath Gohma hives are systems of tunnels used for everything from transportation to storage. Networks of these tunnels can be devoted to growing batches of Mycelium fungus.

Attributes

- Provides Food for Settlement
- Increases population growth
- Allows Village to expand to Town



Mycelium Grid

History

Giant grids of Mycelium colonies can be dug out beneath any Gohma hive, providing a large batch of food for a constantly growing population.

Attributes

- Provides Food for Settlement
- Increases population growth
- Allows Town to expand to Large Town



Mycelium Microcosm

History

The largest of Gohma hives can have massive dug out caverns underneath their structures. Entire ecosystems of various fungi cultures thrive with a bit of tampering and farming on the Gohma's part. These constantly replenishing stocks can feed just about about any sized swarm.

Attributes

- Provides Food for Settlement
- Increases population growth
- Allows Large Town to expand to City



Nesting Chambers

History

Although a Gohma Egg can survive in just about any environment before hatching, the arachnid creatures construct dedicated nests when the opportunity is afforded to them. Eggs under the care of nurses grow and hatch much faster than those laid in the wild.

Attributes

- Trains Larva



Royal Infirmary

History

The Nesting Chambers can be shifted to encourage the growth of specific breeds of Gohma. In the case of growing a Royal Infirmary, female Gohma that can become reproductives are much more likely to be birthed from eggs than normal larva.

Attributes

- Trains Larva
- Trains Royal Larva
- Trains Caretakers
- Can reconfigure to different Nesting Chamber



Elongated Galleries

History

The Nesting Chambers can be shifted to encourage the growth of specific breeds of Gohma. In the case of growing an Elongated Gallery, Gohma with longer legs and faster speeds are much likely to be birthed from eggs than normal larva.

Attributes

- Trains Larva
- Trains Gohma Long Legs
- Trains Hive Keeper
- Can reconfigure to different Nesting Chamber



Hive Defense Hub

History

The Nesting Chambers can be shifted to encourage the growth of specific breeds of Gohma. In the case of growing a Hive Defense Hub, Gohma with more durable exoskeletons are much more likely to be birthed from eggs than normal larva.

Attributes

- Trains Larva
- Trains Pincergohma
- Trains Shield Gohma
- Can reconfigure to different Nesting Chamber



Acidic Birthing Halls

History

The Nesting Chambers can be shifted to encourage the growth of specific breeds of Gohma. In the case of growing Acidic Birthing Halls, Gohma that produce acid in their bodies are much more likely to be birthed from eggs than normal larva.

Attributes

- Trains Larva
- Trains Acid Sprayer
- Trains Armogohma
- Can reconfigure to different Nesting Chamber



Massive Birthing Rooms

History

The Nesting Chambers can be shifted to encourage the growth of specific breeds of Gohma. In the case of growing a Massive Birthing Room, extremely large Gohma creatures are much more likely to be birthed from eggs than normal larva.

Attributes

- Trains Larva
- Trains Tank Gohma
- Trains Shroud Walker
- Can reconfigure to different Nesting Chamber



Lumber Extractor

History

The Gohma use wood for a large variety of reasons, primarily as a pulpy addition in creating their hives.

Attributes

- Provides Construction Cost Bonus
- Requires Forest to build



Lumber Extractor Network

History

Setting up a network of extractors along a forest perimeter allows the Gohma to rapidly cut down swaths of trees for construction.

Attributes

- Provides Construction Cost Bonus
- Requires Forest to build



Lumber Extractor Grid

History

By setting up a grid of extractors throughout an entire body of flora, the Gohma can rapidly deforest and consume an ecosystem.

Attributes

- Provides Construction Cost Bonus
- Requires Forest to build



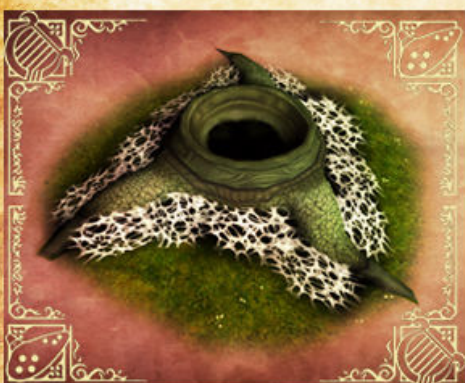
Lumber Extractor Preserver

History

As deforestation destroys potential resources the Gohma divert efforts to replanting everything they destroy and consume, creating a self sustaining source of lumber for their hives.

Attributes

- Provides Construction Cost Bonus
- Requires Forest to build



Vacuole Node

History

The Vacuole Node is perhaps one of the most important features of any Gohma Hive. Any and all resources are taken to be stored, broken down, and ultimately consumed at these large living chambers.

Attributes

- Increases Trade with Settlement
- Provides a happiness bonus
- Trains Gohma Harvesters



Giant Vacuole Node

History

As a Gohma hive grows, so does the need for resources and space to contain them. A giant Vacuole can often be found near the center of these larger hives, with many smaller chambers expanding outward in all directions.

Attributes

- Increases Trade with Settlement
- Provides a happiness bonus
- Trains Gohma Harvesters



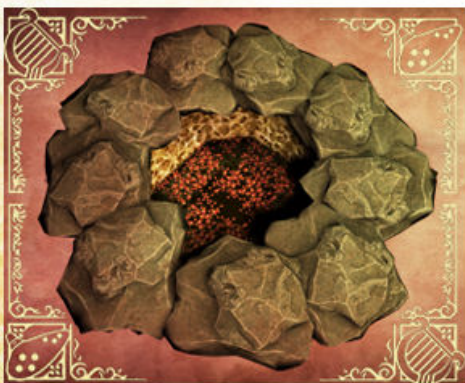
Massive Vacuole Node

History

The largest Gohma Hives on records could contain these equally large storage chambers that spread throughout the entire settlement. Resources could be dropped off at just about any point in the hive, where it would then be redistributed by busy Larva or Hive Keepers.

Attributes

- Increases Trade with Settlement
- Provides a happiness bonus
- Trains Gohma Harvesters



Mite Pit

History

The diminutive Mites of the Gohma serve little function within a Gohma hive or territory, just feasting off of bits of food. These small creatures can be summoned from their living quarters to venture out across the land of Hyrule in order to gather information for the Gohma, or defend their host hive from invasion.

Attributes

- Trains Mites
- Adds Mite defense to city entrances.



Acid Pool

History

While some Gohma can generate the eerie yellow ooze within their bodies, a vast majority cannot. Gohma Acid in its natural state is used by the Gohma to cleanse their exoskeletons of filth and heal any damage they may have taken in a fight.

Attributes

- Provides population health bonus
- Heals injured soldiers garrisoned in settlement



Acid Reservoir

History

Building up a large storage of Gohma acid can prepare a settlement for rapid healing should a Gohma army sustain heavy damage in a battle.

Attributes

- Provides population health bonus
- Heals injured soldiers garrisoned in settlement
- Allows City to expand to Large City



Acid Aqueducts

History

A network of Aqueducts distribute Gohma Acid across an entire hive, dumping the oozy liquid across pathways and other locations for Gohma units to bathe and heal in.

Attributes

- Provides population health bonus
- Heals injured soldiers garrisoned in settlement
- Trains Acid Batches



Supply Trails

History

While most Gohma hives are self sufficient to some degree, ultimately they become part of an interconnected whole. Establishing dedicated trails of supply convoys assures that resources are equally distributed between all nearby Gohma Hives.

Attributes

- Increases trade between Gohma Hives



Supply Network

History

A giant web of supply convoys can be set up between a large collection of Hives, assuring that resources are present across large regions of Gohma Territory.

Attributes

- Increases trade between Gohma Hives



Hive Node

History

Hive Nodes are giant structures that absorb and project the will of the hive across an entire region surrounding a Gohma settlement. Gohma within range of the Node are very unlikely to lose their connection to Hive.

Attributes

- Trains Hive Amplifier
- Provides Law Bonus
- Reduces Squalor



Giant Hive Node

History

A Giant Hive Node was a large beacon of Gohma might, projecting their will relentlessly across the surrounding region. While under their influence it was almost impossible for any Gohma to lose their connection to the hive.

Attributes

- Trains Hive Amplifier
- Provides Law Bonus
- Reduces Squalor



Massive Hive Node

History

The largest hives on record all seemed to require this massive structure in order to control and direct the huge swarms of Gohma within. So long as this Node stood, no Gohma could lose their connection to the hive.

Attributes

- Trains Hive Amplifier
- Provides Law Bonus
- Reduces Squalor



Gohma Recycler

History

Gohma were perhaps the most efficient recyclers in the history of Hyrule, reusing everything they produced. This included the bodies of their own dead, of which they would cannibalize whatever meat they could and graft dead exoskeletons onto new living Gohma.

Attributes

- Provides soldiers with First Upgrade (All Gohma units are grafted with improved armor, increases all their defense values by +1)



Virid Crystal Node

History

Believed to be an extension of the Fallen Sage herself, this giant green crystal seemed to house what little power Sulkaris had left from her Sagehood. The results could transform Gohma into twisted crystalline monsters to do her bidding.

Attributes

- Provides soldiers with Second Upgrade (All Gohma units grow emerald crystalline armor, gaining +2 in all Defense Categories (Armor, Parry, and Shield))



Solarium Nursery

History

The Gohma could care and hatch large amounts of eggs at a time, but the process could always be improved to make room for more. With techniques provided by Sulkaris, the Gohma eventually adapted methods of sunbathing to speed up the growth of Gohma larva.

Attributes

- Allows training of two units at once.



Giant Solarium Nursery

History

These large chambers sat at the surface of a Gohma Hive, bathing Gohma eggs in sunlight. While the magic behind Sulkaris' knowledge was not known by any in Hyrule, the results of increased Gohma growth was well noted.

Attributes

- Allows training of three units at once.



Massive Solarium Nursery

History

Elevated above a Gohma Hive, these large platforms were arrayed with rows of Gohma Eggs, absorbing as much sunlight as possible. Gohma Eggs could reach hatching point in just under a few days under such conditions.

Attributes

- Allows training of four units at once.