

THE KOKIRI

Deep in the forests of eastern Hyrule rested a kingdom unlike any other. Under the guidance and lordship of the Great Deku Tree, the childlike Kokiri arrested control of the woodland realm and established a land of peace and isolation. The Great Deku Tree's utopia would not last however, and as wars ravaged the surface of Hyrule time and again, such conflict would bring the Kokiri into the field of battle.



- HISTORY AND LORE -

HISTORY OF THE KOKIRI

The Kokiri were once Hylians and share much of their lineage from the Kingdom of Hyrule. For decades following 107 BG many criminal elements of the Hylian population gathered within the Kokiri Forest, building a central base of operations at what is now Kanokiri. Bandits, thieves, and murderers launched frequent and successful raids from the woods against the Hylians and their neighbors.

While the exact date was never recorded, sometime shortly before Ganon's invasion these Hylian Bandits provoked the Deku Trees of the forest to hostility. The Bandits stood no chance as the Deku Trees massacred their hidden base in Kanokiri. The leader of these beings, Kasuto, felt sympathy for the children of these criminals who were just slaughtered. Using his great powers, Kasuto took these children under his protection and began to alter them.



As a reclusive and isolationist people, the Kokiri had no interest in expansion or conquest. As such, they held little territory considering the size and reach of their armies. As per Kasuto's orders the Kokiri drew strict borders and defended their lands vigorously from both Lizalfos to the south and Deku Scrubs to the east. At the peak of the Kokiri's power their lands reached from the southern spine of the Dominion Valley to the remote Bando Grove; a village of Mudmen that was established after the defeat of the Bagu Tree. After their civilization collapsed the Kokiri became completely nomadic, taking up residence in both the Kingdom of Hyrule and Lanayru Province.

Kokiri Emerald

The symbol used to represent the Kokiri as a civilization. The design of the Emerald is based on the Wood Etch of Valadeku, a symbol that has been used for thousands of years by various plant beings across all of Hyrule. It symbolizes Valadeku's branches keeping a grip on the realm of Hyrule.



The changes that the Great Deku Tree made were not immediately apparent until some time had passed; the Kokiri were now ageless and retained their childlike forms. The Kokiri developed their own society and culture deep within the forest, and after several generations their numbers had increased.

The Kokiri remained separated and isolated from Hyrule until a Gohma invasion during 100 AG forced them to act. After this conflict the Kokiri reluctantly began to make contact and trade with their neighbors, never leaving the forest for long. Should a Kokiri leave the protection of the Great Deku Tree they would begin to age.

The Kokiri people were nearly wiped out during 126 AG. Chief Mido, who had been exiled during the Gerudo Wars for aiding the Gohma, showed a newly amassed swarm into the forest and destroyed the Great Deku Tree. Their villages burned and their leader dead, the Kokiri faced extinction. Shortly after the Gohma were defeated, Saria assumed Queenship over the Kokiri and searched the woods to reunite the scattered survivors in hopes of establishing a new home.



Kokiri

The Kokiri were the descendents of Hylian Bandits that ravaged the northern forests and inadvertently started a war with the Deku Trees. Sparing the children, the Great Deku Tree altered the form of future generations. As long as they lived under the umbrella of the Great Deku Tree, the Kokiri were small and ageless. They retained many childlike features and were notable for their large and animated ears. Should a Kokiri venture too far from the Great Deku Tree for any extended amount of time they would begin to age like any other Hylian.

- KOKIRI FEATURES-

FACTION MILITARY FOCUS

- **Ranged and Cavalry:** The Kokiri were more of a guerilla force due to their small size. As ageless children they could hardly stand against the larger races of Hyrule in fist fight. Kokiri adapted by preferring the use of quantity and mounting very swift deer for Cavalry.

FACTION BONUSES

- **Blessed Fertility:** All buildings create fertile terrain and can generate trees to be harvested for Material.
- **Forest Symbiosis:** Kokiri buildings do not decay outside of territory, they only lose ownership.
- **Natural Camouflage:** Due to their small size all Kokiri units are stealthed when standing still.

TEAM BONUS

- **Kin of the Forest:** Allies gain a slow trickle of Material resources.

RESOURCES



- **Food:** The Kokiri can harvest Food from the following sources:



Farms



Fruit



Meat



Fish



- **Material:** The Kokiri can harvest Material from the following sources:



Wood



- **Ore:** The Kokiri can harvest Ore from the following sources:



Metal



- **Currency:** The Kokiri can harvest Currency from the following sources:



Rupees



Gold



Force Gems

BUILD STYLE

- **Modular:** This faction uses workers to construct Groves. Groves can be placed anywhere so long as the location is within your territory and on flat terrain. Each Grove contains multiple mix-and-match options to add additional buildings to itself, up to a total of three. Add-ons do not require workers to build.

CULTURE



- **Naturalistic:** The Kokiri were quite in tune with nature, in particular that of their home forest. They gain all Bonuses, Techs, and Mercenaries associated with the Naturalistic Culture.

RELIGION



- **Patron Deity Worship:** The Kokiri worshiped the three Goddesses of Hyrule. Many had an affinity towards venerating Farore, though in their hearts they revered the Great Deku Tree as a patron deity.

- KOKIRI TRUISMS -

* Speed and range is the Kokiri's greatest strength; brute force and durability are not. The Kokiri army is geared towards out-positioning and out-running enemy forces. In terms of range, the Kokiri have a selection of several ranged units that they can train. For speed, they have several very fast cavalry units at their disposal. Kokiri units are generally very cheap as well, often leading to having a number advantage over most typical factions.

*The Kokiri have several invaluable ranged units that they can train. First up are Slingshotters; a relatively short ranged unit with a weak attack. The main advantage of this unit other than its cheap cost is that its attack briefly stuns its target. With concentrated fire a large enough force of Slingshotters can indefinitely keep a single target stunned; including a powerful enemy Hero. The Emerald Archer is the main ranged unit that the Kokiri can create. This unit has a very long attack range for an archer unit, and its fast running speed makes it possible to kite with. If you are playing as Saria, giving these units Fairy Bows also allows them to deal additional Magic damage.

*Kokiri Cavalry is not particularly strong, but they are very fast. Kokiri Deer, when outmatched, can quickly pull out of a fight and retreat. Both the Buck Rider and Doe Trotter can cross land at impressive speeds, as well as avoid ranged attacks with just a bit of micromanagement. Both Cavalry also have Nimble Footing, allowing them to dodge melee attacks.

*Kokiri have Modular buildings, meaning they can mix, match, and combine several buildings into one unified structure. There are several advantages to this, notably your bases will require less space. Each add-on also is self constructing; once a Laborer finishes building a Grove they are not needed to progress the construction of an add-on and can focus their tasks to resource gathering. There are drawbacks however; destruction or capture of a Grove means you effectively lose three buildings in one blow to your enemy.

*In the long run, the Kokiri both have sustainable Food and Material generation. All of their buildings slowly grow trees around themselves, which can be harvested for Wood. The Berry Seeder Add-on to the Community Grove causes bushes to grow in the area, which can then be gathered for Food. Keep in mind though that the Kokiri lack a lot of economic upgrades for their workers, so by the late game their harvesting rate will still be quite slower compared to workers of other factions.

*Kokiri buildings do not decay if they end up falling outside of your territory. This gives you potentially unlimited time to reestablish your territory and reclaim your lost buildings, making it difficult for your enemy to deal a fatal blow by taking out your Civil Center and territory generating structures.

*All Kokiri units are invisible to enemy units (except to Scouts and Defenses) when they are standing still. Moving, attacking, building, or any order will immediately make them visible. Setting your units to a non-aggressive stance and ordering them to hold ground may give you the opportunity to sneak your armies into enemy bases or otherwise launch a surprise attack.

*In team games all players allied with a Kokiri player will gain a slow but steady trickle of Material resources. This is useful in virtually every situation, though it's especially handy on barren and desolate maps with few trees or stone deposits to harvest Materials from.

*Hunting Foxes are very valuable early game units. They do not count as Citizens and cannot build or gather resources but they can hunt down wild animals (much quicker than Laborers) and bring their kills back to provide you with food. On maps flooded by huntable wildlife, rushing around a dozen of these little foxes and sending them on hunting missions can really help build up your Food stocks. They can also Forestwalk, allowing them to cross thick forested areas of land that other units cannot.

*The Shrine of Courage is a unique support unit, generating territory much like a Civil Center or Religious building as it moves along. This ability is useful to help capture neutral buildings across the map, or disrupt enemy territory generation. They can also help you keep control of buildings in your base should the enemy destroy your Civil Center.

*The Kokiri are lacking in serious siege weaponry, with two particularly weak units filling the roles. Despite their lack of durability and firepower, both Kokiri siege units have notable advantages. The Mudmen Battering Ram can be built far earlier than siege weapons of other factions (before even upgrading your base to the Town Phase!), giving you the opportunity to rush a very early game assault on enemy buildings. The second Kokiri siege unit, the Bouldershot, has the advantage of being very cheap and quick to produce.

Saria, Sage of Forests

Birthed to become the heir of the Great Deku Tree's Sagehood and Queen of the Kokiri, Saria was his most prized creation. Despite his attempts to protect the Kokiri, Saria was killed in battle and the Great Deku Tree was forced to awaken her as a Sage much earlier than he anticipated.

Saria was known for her optimistic outlook on life, even after facing her untimely death. She was extremely fond of music and was quite skilled in playing the Ocarina, Fiddle, and several other instruments.



Unique Unit - Deku Tree

A large Creature unit that can cross deep water. Can be garrisoned with multiple units.



Unique Tech - Fairy Bows

Emerald Archers and Forest Safeholds gain +1 Attack Range and now deal Magic (Forest) damage in addition to their normal attack.



Unique Passive - Guardian of the Forest

Starts game with the Guardian Fairies tech researched for free.



Medallion of Forests

A sigil of the Sage of Forests and representation of their power. This Medallion was created along with the first Sage of Forests, Sulkaris, at the dawn of time. It has since been handed down through countless generations to each new Sage of Forests. It is unknown exactly what the Medallions do, or if they are nothing more than a symbolic icon.

Saria takes advantage of the Kokiri's ranged attack potential and should be considered as your choice if you plan on making a lot of ranged units. Her Unique Tech augments Emerald Archers and gives them a powerful Magic damage bonus, as well as your Forest Safeholds. Selecting Saria also instantly gives all of your Kokiri their Guardian Fairy, granting everyone an early game defense against all magic attacks. Her Unique Unit is the giant Deku Trees. These Lumbering creatures can cross bodies of water and smash enemies that get in their way. More importantly, you can garrison units in its canopy, turning the Deku Tree into a combat transport. Ranged units can freely attack from its canopy as well.



Saria

Statistics:

Health: 500
Armor: Hack 3, Pierce 3, Crush 3
Attack: Pierce 25, Magic (Forest) 25
Size: Small
Bonus: Nimble Footing, Camouflage, Forestwalk

Classes:

Hero, Sage, Ranged, Bow

 1:00

Element:



Abilities:

LVL 1



Forestation: All Lumber, Farm, and Berry resources regenerate their count when in Saria's aura.

LVL 2



Farore's Wind: Attack rate and Projectile speed of all ranged units in formation with Saria is increased by 25%.

LVL 3



Defender of the Grove: Garrisoned Safehold's Attack rate is doubled.

LVL 4

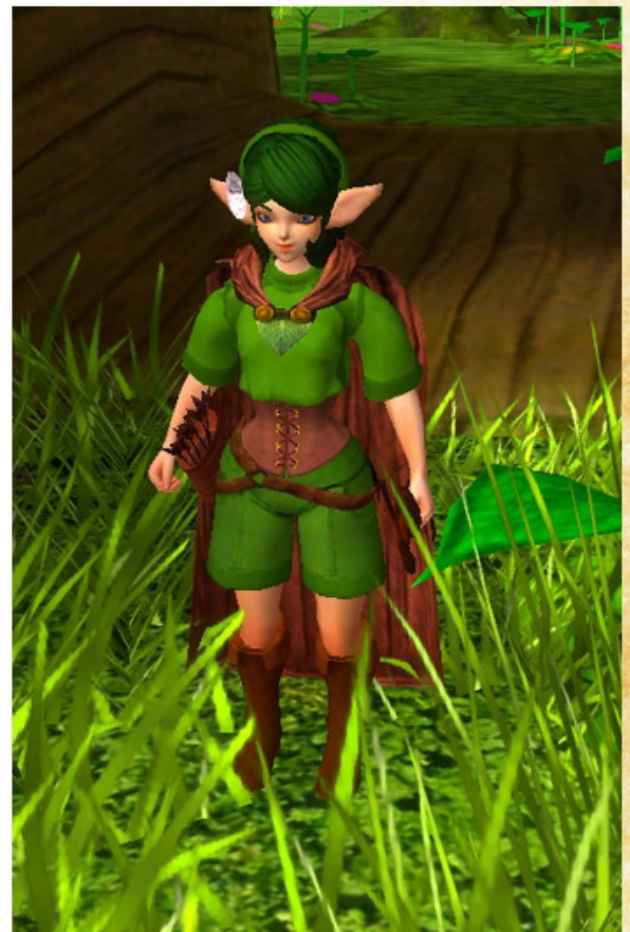


Renewal of Life: As a Sage of the Forest Saria has the power to mend life. All organic units within her aura are instantly healed.

LVL 5



The Emerald Sage: Saria temporarily is coated in crystalline Emerald Armor, making her resistant to damage and completely immune to all magic attacks.



Saria is a fast moving Archer with a powerful attack that deals both Piercing and Magic damage. Her speed combined with her Forestwalk and Camouflage bonuses allow to to traverse the landscape very quickly, especially on maps with lots of thick flora. Saria has a wide range of abilities covering many fields. In terms of economy, Forestation slowly regenerates the resource count of Wood and various Food sources within her aura, allowing your Laborers to gather from a single source for a longer period of time. In terms of combat, Farore's Wind speeds up both the Attack Rate and the Projectile Speed of all ranged units in Saria's formation, dramatically boosting the DPS of your Archers, Mages, and even Siege Weapons. Renewal of Life is a powerful support ability that when activated instantly heals any organic unit within her aura. Saria's final ability that she gains is The Emerald Sage, a temporary transformation that makes Saria very resistant to non-magic attacks and completely immune to all magic attacks, turning her into a decent Mage-slayer.

Fado, Sage of Winds

Fado was a very talented musician and well loved violinist among the Kokiri. He was a pacifist and refused to attack anything living, an ideology he had great difficulty in upholding. His music seemed to have an almost magical power about it; he was quite able to domesticate feral beasts and monsters by playing the right tune.

Fado was a friend of Saria's and he was deeply fond of her. When she needed an heir to replace her as a Sage he volunteered for the title.



Unique Unit - Fiddler

Non-combat Support unit that improves the speed of all units in their aura.



Unique Tech - Forest Festivals

Fado was well loved by his people for arranging some of the best celebrations in all of the Forest. Kokiri Laborers now regenerate health when near any type of Grove or Safehold.



Unique Passive - Forest Seclusion

Kokiri Defensive emplacements are Stealthed beyond close range.



Kokiri Violin

Although Kokiri tended to prefer woodwind instrumentation, Violins were still a popular instrument used by their people. Made from the wood of a Deku Tree and the hairs of a Kokiri Deer, anyone who ventured into a village of these people would sooner or later stumble on a performance being made with one of these fiddles.

Fado is a pure Support hero and very unorthodox. Both his Unique Unit, Tech, and Passive all are support driven. The Fiddler is a non-combat unit that, when near other Kokiri units, improves their movement speed. Forest Festival has both defensive and economic applications; allowing Laborers to heal when in the presence of Kokiri Groves. This increased the survivability of their lowly workers and potentially saved on resources replacing slain Laborers. Forest Seclusion was a very valuable asset to a player on the defensive, making all of the Kokiri Defenses (Barricade, Mudmen Tower, Safehold, and Walls) Stealthed unless an enemy unit happened to stumble into them at point blank range.



Fado

Statistics:

Health: 500
Armor: Hack 3, Pierce 3, Crush 3
Attack: None
Size: Small
Bonus: Camouflage

Classes:

Hero, Sage, Support

 1:00

Element:



Abilities:



Wind God's Aria: +25% Movement speed increase for all units within Fado's aura.



Earth God's Lyric: Enemy Structures consistently take minor damage within Fado's aura.



Song of Storms: -25% Line of Sight for all enemies on map.



Saria's Song: +25% Research Speed, Batch Training Speed for all buildings within Fado's aura.



Minuet of Forest: Various randomized forest creatures are summoned to his location and begin to fight for the Kokiri. The type of creatures as well as their power is randomized.



As a hero unit, Fado is very different and unusual compared to others. He does not gain any levels, but all five of his abilities are available the moment he sets foot on the battleground. All of his abilities are switched and toggled, and he can only perform one of them at a time. Wind God's Aria, the song that Fado begins playing when summoned, acts much like a buffed version of his Fiddler unit by improving the speed of everyone around him. Earth God's Lyric is Fado's only way to indirectly attack an enemy by messing with the foundations of buildings and slowly knocking them down. Song of Storms can be a pretty powerful support ability, causing rainfall and hindering the Line of Sight for every enemy across the entire map. Saria's Song allows research and batch training to go by much faster, which can help a Kokiri player pump out swarms of units in a pinch. Fado's final song, Minuet of Forest, occasionally summons a forest ally to fight in battle. The type of creature is randomized, but Wolves, Kokiri Deer, and Orhat Beetles are just some of the beasts that may arrive.

Mirora, Mudmen Chief

The leader of the Mudmen of Faron, Mirora briefly served as the head Chief of all the Kokiri after Mido's exile from the Forest. Although not quite suited for governance, Mirora's years of experience defending the borders of the Forest made her an ideal general.

Mirora was known for her rather short temper, especially for a Kokiri. She preferred to solve problems through force and saw ranged weapons as dishonorable. She was also quite a wild dancer, as is common amongst the Mudmen.



Unique Unit - Wolfos

A fast moving, fast attack Creature unit that is not vulnerable to Anti-Creature units.



Unique Tech - Mud Dance

Mirora's signature Mud Dance had quite a few combat applications, letting skilled Kokiri slip past attacks. Kokiri Melee Infantry in formation with non-mechanical Mudmen units gain the Nimble Footing bonus.



Unique Passive - Mudmen Workforce

Kokiri Laborers are replaced with Mudmen Laborers, which can attack enemies and have the Hunter bonus.



Shamnon, Lord of the Wolfos

The leader of the Wolfos packs, Shamnon was quite intelligent and able to hold a conversation. Mirora won his favor by besting him a duel, and during times of battle the two would work together to take down greater foes.

Mirora is undoubtedly a combat centric hero. Her Unique Unit, the Wolfos in particular, reflects this. This very hostile creature can tear apart units that lack armor with ease, especially Infantry. They also are immune to any Anti-Creature penalties, so they get all of the benefits of being a Creature with none of the drawbacks. Mirora's Mud Dance Tech improves the survivability of all your Melee units when put into formation with Mudmen units. Having an entire army of Infantry and Cavalry with Nimble Footing is a huge advantage, especially in the case of the Kokiri who are massively lacking in HP and armor. Mirora's Unique Passive turns all of your Kokiri Laborers into Mudmen, allowing them to defend themselves from enemy attacks as well as giving them a bonus in hunting and gathering meat.



Mirora

Statistics:

Health: 750
Armor: Hack 3, Pierce 3, Crush 3
Attack: Hack 17, Pierce 17
Size: Medium
Bonus: Anti-Infantry, Nimble Footing, Camouflage

Classes:

Hero, Creature, Cavalry, Melee, Claws/Pole-arm



1:00

Abilities:

LVL 1



Slayer of Beasts: Enemy wildlife in Mirora's aura will not attack. They will only attack if attacked by the player.

LVL 2



Feral Inspiration: There is a 10% chance that any Kokiri unit in Mirora's formation will survive death, instantly regaining 5% of their HP.

LVL 3



Mudman Chief: Garrisoned Grove with Mudman Colony add-on trains all Mudman units 50% faster.

LVL 4

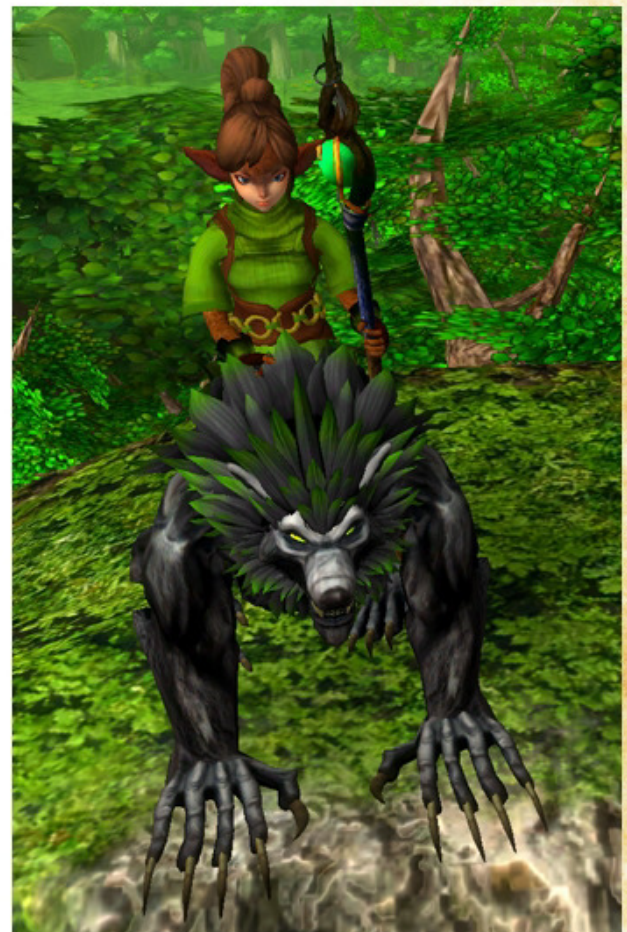


Survival of the Fittest: There is a 10% chance that Mirora will survive the death of her mount, Shamnon. She continues to attack on foot with Mantis blades. The chance of her survival increases by 10% each time she gains a level.

LVL 5



Blood Moon: Shamnon howls with fury, summoning various Wolfos and Wolves to the fray.



Riding on the back of a Wolfos, Mirora charges into battle as both a Creature and Cavalry unit. With a fast attack rate, Nimble Footing, and an Anti-Infantry bonus, she can cause quite a lot of havoc on the front lines. As with most Cavalry keep her away from spears, and also be mindful of her poor armor; high DPS can destroy Mirora very quickly. Mirora has quite a few potent abilities, Feral Inspiration being a relatively powerful one. This ability gives all Kokiri units within Mirora's formation a chance to survive a killing blow and continue fighting. Often they will only get another hit or two in before being killed off for good, but even this small chance to deal extra damage can turn the tide of a losing battle. Survival of the Fittest is a somewhat similar ability that applies to Mirora herself. At level 4 there is a chance that she will simply dismount her Wolfos when slain in battle, and continue to fight as a hero unit while on foot. Keep in mind she has no special abilities while on foot, however. Blood Moon is Mirora's final ability, which summons a group of combat ready Wolves and Wolfos into battle.

Gulley, the First Kokiri

The son of a Hylian blacksmith who supported the Kokiri Bandits, Gulley was spared the death of his father's group and was the first Hylian to be transformed into a Kokiri by the Great Deku Tree. He may look small and harmless, but he is older than any other Kokiri and has tamed many forest creatures.

Gulley's years betrays his childlike appearance. He is quite detached from the world in his old age, spending most of his time isolated and away from even his fellow Kokiri.



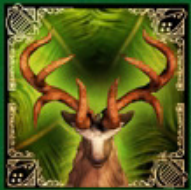
Unique Unit - Stag Chariot

An extremely swift Cavalry unit that can carry two additional units in its cart.



Unique Tech - Blacksmith's Tutelage

+25% Hack Melee Attack for all relevant units.



Unique Passive - Lord of the Deer

Kokiri Chiefs are mounted on Deer and gain the Cavalry class.



Ocarina

An instrument common amongst the Hylian people, Gulley still has one in his possession handed down from his parents. This instrument has since become very popular amongst the Kokiri, with many styles, colors, and variations showing up over the generations. Gulley's Ocarina displays a blue scheme common for Hylian designs.

Gulley takes advantage of the Kokiri's Cavalry units, and almost all of his abilities focus entirely on them. His Unique Unit is Cavalry as well; the Stag Chariot is a fast moving cart drawn by a Kokiri Deer. While the unit itself is not particularly powerful, it can be manned by a pair of ranged units. Unlike most garrisonable units, ranged units suffer no accuracy penalties, allowing a Stag Chariot to run circles around enemy armies and pelt them with stones or arrows. Blacksmith's Tutelage benefits all units that deal Hack damage with a powerful 25% increase to attack. Minutemen, Grove Watchers, and Buck Riders are just a few of the units that benefit from this tech. Lastly, Gulley's Lord of the Deer Passive transforms his Chiefs in a fast moving Cavalry unit, allowing them to keep up with other Deer units and boost their performance.



Gulley

Statistics:

Health: 750
Armor: Hack 3, Pierce 3, Crush 3
Attack: Pierce 15, Crush 10
Size: Medium
Bonus: Forestwalk, Nimble Footing, Camouflage

Classes:

Hero, Cavalry, Melee, Horns



1:00

Abilities:

LVL 1



Stag's Sorrow: The mounts of Buck Rider and Doe Trotters within Gulley's aura will continue to fight enemies after their riders are slain in battle.

LVL 2



Flight of the Forest: All Cavalry units in formation with Gulley gain the Nimble Footing bonus. If they already have the bonus, their dodge rate increases by an additional 25%

LVL 3



Son of the Smithy: Garrisoned Crafting Grove researches techs 15% faster.

LVL 4



Butterfly Swarm: A massive swarm of Kokiri Butterflies appears. They cannot attack enemies, but enemy attacks are forced to target them instead of other units.

LVL 5



Stampede: A huge herd of Forest and Mountain Deer stampedes within Gulley's aura for several moments, dealing massive Pierce and Crush damage to any enemy within.



Gulley is an adept Cavalry unit and a surprisingly mobile one despite his somewhat slow speed for a mount. His Forestwalk bonus lets him move through flora with ease and access otherwise closed off areas, or perhaps to escape from an enemy force. Stag's Sorrow is Gulley's first ability, a power that gives some Deer units a chance to continue attacking after being slain. Any chance to land a few extra attacks can always turn the tide of a losing fight, so this ability is really useful if you are massing Deer cavalry. Flight of the Forest more or less gives all Deer Cavalry a 50% chance of dodging a melee attack, which is a very powerful survivability boost. Butterfly Swarm can be useful if your army needs to retreat, or perhaps to throw off enemy defenders that you are about to charge into. Gulley's final ability, Stampede, is a pure offensive power that summons a swarm of angry forest creatures to run in circles around him. This ability is brief but can cause a ton of damage, especially to Infantry units.



Laborez

History

The workforce of the Kokiri, these hard working individuals build and gather for their local communities. Carrying a large backpack full of many tools, a Kokiri Laborer is up for any job that the grove needs accomplished.

Statistics:

Health: 25
Armor: None
Attack: None
Size: Small
Bonuses: **Camouflage**

Classes:

Citizen, Worker, Support

 50  1  8



Explorer

History

Kokiri rarely venture out of the woods, only sending these daring individuals into the wider world when needs be. A Kokiri Explorer is a bit more adapted to the outside world compared to their kin, and have learned to traverse a wide range of environments. Carries a Deku stick in hand to whack any would be foes in the face.

Statistics:

Health: 75
Armor: Hack 1, Pierce 1, Crush 1
Attack: Crush 2
Size: Small
Bonuses: Detector, **Camouflage**

Classes:

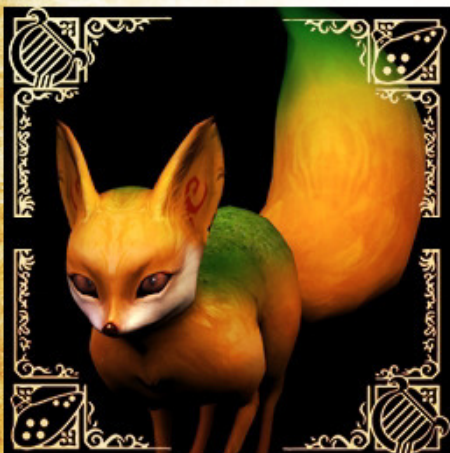
Scout, Melee, Blunt

 70  1  15



Abilities:

Climb (Passive): Explorers can climb up cliffs or other steep inclines. While doing so their Movement Speed is reduced by 250% and Line of Sight is reduced to 10 meters.



Hunting Fox

History

A light and fast creature unit employed by the Kokiri to go on hunts. These small foxes can hunt and kill wildlife, gathering food from their kills and bringing it back to storehouses. A mossy green color grows on their backsides, allowing them to hide in the underbrush and ambush their prey.

Statistics:

Health: 50
Armor: Hack 3, Pierce 3, Crush 3
Attack: Pierce 5
Size: Small
Bonuses: Hunter, Forestwalk, **Camouflage**

Classes:

Creature, Melee, Claws

 40  1  15



Abilities:

Play Dead (Toggle): Hunting Fox plays dead, appearing as a neutral corpse to enemy units.



Minutemen

History

Everyday citizens of the Kokiri on constant standby for enemy invaders. Everything from kitchen knives to deku sticks are picked up and used as weapons to defend their homes. When the coast is clear they can resume their normal daily business, be that building new structures, gathering resources, or hunting in the woods.

Statistics:

Health: 75
Armor: Hack 3, Pierce 3, Crush 3
Attack: Random Non-Magic 3
Size: Small
Bonus: Operator, **Camouflage**

Classes:

Citizen, Worker, Soldier, Melee, Randomized

40 10 1 15



Abilities:

Paired (Passive): Minutemen move in pairs. If one is killed, it can be freely replaced when in the radius of a building with a Community Home.



Slingshotter

History

A short ranged attacker wielding the signature Kokiri Slingshots, they can stun enemies with their attack. Slingshotters might not pack much of a punch but a cluster of them can send enemies spinning in circles.

Statistics:

Health: 75
Armor: Hack 3, Pierce 3, Crush 3
Attack: Crush 3
Size: Small
Bonuses: Stun, **Camouflage**

Classes:

Soldier, Ranged, Stone

40 20 1 15



Abilities:

Trick Shot (Passive): There is a small chance that a Slingshotter's attack will ricochet from its main target onto a second up to ten meters away. This chance reduces with each target, for up to four targets.



Grove Watcher

History

A dedicated soldier wielding their iconic Kokiri Sword and Deku Shield. These warriors are trained from their creation to guard the Groves of the forest. Unlike most of their kind, their bravery is unmatched and they will fight to the death to protect the forest from invaders.

Statistics:

Health: 100
Armor: Hack 5, Pierce 5, Crush 5
Attack: Hack 5
Size: Small
Bonuses: Defender, Shield, **Camouflage**

Classes:

Soldier, Melee, Blade

40 20 1 15



Abilities:

Tough Little Kid (Passive): When hit by Knockback damage, the Grovewatcher is pushed up to 10 meters from its position instead and can immediately resume orders.



Mudman Jabber

History

A member of the Mudmen Tribe of Faron. These hostile and feral children bring pointy spears to the fray and are quick on their feet. Unlike most Kokiri, the Mudmen love to fight and are more than willing to get their hands a bit bloody.

Statistics:

Health: 75
Armor: Hack 3, Pierce 3, Crush 3
Attack: Pierce 9
Size: Small
Bonuses: Anti-Cavalry, **Camouflage**

Classes:

Soldier, Infantry, Melee, Pole-arm

50 20 2 30



Abilities:

Battle Dance (Toggle): Mudman Jabber begins to dance and howl, improving the Attack Speed of all other Mudmen units within its radius by 10%. While in this state, Jabber cannot move or perform any actions. If attacked, the Jabber will revert to its normal state.



Mudman Wolfkiller

History

A particularly violent hunter of the Mudmen Tribe that carries Mantis blades, they are excellent at fighting and slaying Creature units. They are quite well off being out in the wild, and in fact prefer it over the comfort of civilization.

Statistics:

Health: 75
Armor: Hack 3, Pierce 3, Crush 3
Attack: Hack 12
Size: Small
Bonuses: Anti-Creature, Nimble Footing, **Camouflage**

Classes:

Soldier, Infantry, Melee, Blade

70 20 2 30



Abilities:

Can't Catch Me! (Active): When activated, Mudman Wolfkiller cannot be hit by any melee attacks and their movement is not halted by enemy units. Lasts 10 seconds.



Mudmen Battering Ram

History

They may not pack the punch of most siege weapons, but this pair of Mudmen can move quickly and batter down gates with ease. They are quite vulnerable to attacks however and lack any form of armor.

Statistics:

Health: 150
Armor: Hack 3, Pierce 3, Crush 3
Attack: Crush 15
Size: Medium
Bonuses: **Camouflage**

Classes:

Soldier, Siege, Melee, Ram

75 50 2 30



Abilities:

Ramming Speed! (Target): Targetable against units of larger size or any building. Mudman Battering Ram runs at full force against target while screaming. Movement speed is doubled, but armor against all types of attacks is reduced to 0. If attack connects the Ram deals 400% Crush Damage to target, stuns target, and is itself stunned for several seconds.



Mudman Mantlet

History





A slow moving pair of Mudmen hiding behind a large mantlet shield. This pair of Mudmen is brought up by the Kokiri to lead and protect the frontline of their armies from ranged attacks. When in range of enemies they toss javelins from behind their shield.

Statistics:

Health: 150
Armor: Hack 3, Pierce 7, Crush 3
Attack: Pierce 7
Size: Medium
Bonuses: Shield, **Camouflage**

Classes:

Soldier, Infantry, Ranged, Pole-arm

 50  50  2  30



Abilities:

Mantlet Wall (Formation): If at least 7 Mudmen Mantlets are in formation with units, non-magic ranged attacks against all units in formation is reduced by 75%.



Buck Rider

History





Mounted on the back of the almost legendary Kokiri Buck, these are a very fast cavalry unit armed with an axe in hand. These melee cavalry can ram into enemy infantry and are excellent at dealing with such units. When outmatched these deer are frighteningly adept at retreating and vanishing into nothingness.

Statistics:

Health: 100
Armor: Hack 3, Pierce 3, Crush 3
Attack: Hack 10
Size: Medium
Bonuses: Anti-Infantry, **Camouflage**

Classes:

Soldier, Cavalry, Melee, Axe

 70  50  2  30



Abilities:

Buck Kick (Passive): There is a chance that the Buck Rider will kick their target, dealing Knockback damage if they are of smaller size.



Doe Trotter

History





A very fast moving cavalry unit armed with a spear. They excell at intercepting and stopping other enemy cavalry, but are not particularly durable in combat with other unit types. Like their male counterparts they are masters at slipping away from battle and fleeing into the shadows.

Statistics:

Health: 200
Armor: Hack 3, Pierce 3, Crush 3
Attack: Pierce 10
Size: Medium
Bonuses: Anti-Cavalry, **Camouflage**

Classes:

Soldier, Cavalry, Melee, Pole-arm

 70  30  2  30



Abilities:

Flight Response (Passive): Doe Trotters will automatically attempt to retreat to safety when their HP is lower than 10%. While retreating their Movement Speed is increased by 100%.



Emerald Archer

History

Emerald Archers represented some of the longest-lived Kokiri, those nearly ready for the transition into a Korok. Armed with a trusty Forest Bow and a keen eye, Emerald Archers could snipe enemies from a very long distance, as well as retreat to safe ground should the enemy close the gap.

Statistics:

Health: 100
Armor: Hack 5, Pierce 5, Crush 5
Attack: Pierce 12
Size: Small
Bonuses: Long-Range, **Camouflage**

Classes:

Soldier, Infantry, Ranged, Arrows

70 30 3 30



Abilities:

Parkour (Passive): Emerald Archers can automatically leap over small sized obstacles and gaps.



Enchantress

History

A rare Kokiri magic user who has befriended a pair of rogue Fairies. An Enchantress is often quite old for a Kokiri and they tend to display a mischievous (and sometimes downright mean-spirited) sense of humor. The Enchantress can confuse enemies and deflect ranged attacks back at their attackers.

Statistics:

Health: 100
Armor: Hack 3, Pierce 3, Crush 3, Magic (All) 7
Attack: Magic (Forest) 5
Size: Small
Bonuses: Stun, **Camouflage**

Classes:

Soldier, Mage, Ranged, Fairy

60 75 3 30



Abilities:

Fairy Deflect (Passive): The Enchantress' two Fairy friends deflect incoming non-magic projectiles back to their attackers. Can only deflect two projectiles within 1 second intervals.



Chief

History

Chiefs were the leaders of Kokiri villages and armies, bossing around other Kokiri and sending out orders from the Great Deku Tree. When an elder Korok was not around to do the leading, a Chief would fill in for them. Chiefs would carry around an axe and shield into battle and were capable of getting their underlings to run into a fight much faster.

Statistics:

Health: 200
Armor: Hack 7, Pierce 7, Crush 7
Attack: Hack 7
Size: Small
Bonuses: Shield, **Camouflage**

Classes:

Commander, Soldier, Infantry, Melee, Axe

50 50 4 30



Abilities:

Chief of the Forest (Passive): +10% Melee Attack and +25% Movement Speed for all Infantry within the radius of the Chief.



Shrine of Courage

History

These ornate idols of the Goddess Farore are carved and enshrined by devoted Kokiri. During peacetime they are set on display as a reminder for all Kokiri, during war they are carted into battle to inspire warriors into a frenzy of courage.

Statistics:

Health: 200
Armor: Hack 5, Pierce 5, Crush 5
Attack: None
Size: Large
Bonus: **Camouflage**

Classes:

Mechanical, Support



Abilities:

Border Spread (Passive): Shrine of Courage generates territory as it moves.



Bouldershot

History

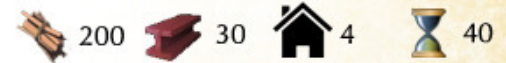
Essentially a giant Slingshot on wheels, the Bouldershot was the Kokiri's primary siege weapon. These contraptions could fling giant boulders across large distances to take out walls, gates, towers, and even enemy units that happened to be in the way.

Statistics:

Health: 150
Armor: Hack 7, Pierce 7, Crush 5
Attack: Crush 75
Size: Medium
Bonus: **Camouflage**

Classes:

Mechanical, Siege, Ranged, Boulder



Abilities:

Rebound (Passive): There is a small chance that the projectile of the Bouldershot will ricochet into a nearby unit up to 30 meters from its target when attacking a building.



Deku Tree

History

A Unique Unit only available to Saria. Lords of the northern Kokiri Forest and guardians of the realm, the reclusive and docile Deku Trees were rarely seen by many. This is largely due in part to the fact that they spend a vast majority of their life sleeping, and looking like any other tree to the naked eye. When disturbed or threatened however, they uproot themselves to reveal a multi-legged monstrosity.

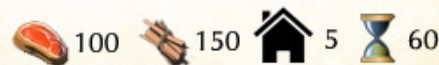
Statistics:

Health: 500
Armor: Hack 15, Pierce 15, Crush 5
Attack: Crush 14
Size: Large
Garrison: 5
Bonus: **Forestwalk**, **Camouflage**

Classes:

Soldier, Creature, Melee, Roots

Element:



Abilities:

Take Root (Toggle): Deku Tree roots itself into the ground, appearing as neutral flora to enemy units. While rooted, the Deku Tree cannot perform any actions but gains minor HP Regeneration. Units can still garrison the Deku Tree, but it no longer appears neutral to enemy units.



Fiddler

History

A Unique Unit only available to Fado. Music is valued highly by the Kokiri, and their musical creations became quite famous across all of Hyrule. Perhaps their most well known compositions came from these violin playing Fiddlers. When marching into battle these players could improve the speed with which fellow Kokiri moved.

Statistics:

Health: 75
Armor: Hack 3, Pierce 3, Crush 3
Attack: None
Size: Small
Bonuses: Camouflage

Classes:

Citizen, Support

30 30 3 30



Abilities:

Fiddler's Music (Passive): All units within the Fiddler's radius gain +10% Movement and Melee Attack Speed



Wolfos

History

A Unique Unit only available to Mirora. The Wolfos are a very violent and bloodthirsty creature native to the Kokiri Forest. They typically operate on their own and will attack anything outside of their pack, even other Wolfos groups. Only a particularly powerful and brave warrior can hope to win their respect and aid in battle.

Statistics:

Health: 100
Armor: Hack 3, Pierce 3, Crush 3
Attack: Hack 8, Pierce 8
Size: Medium
Bonuses: Anti-Infantry, Nimble Footing, Camouflage

Classes:

Soldier, Creature, Melee, Claws

100 30 20 3 30



Abilities:

Maul (Passive): Units with less than 5 Piercing and/or Hacking Armor are dealt wounds by the Wolfos, continuing to drain their HP up 20 seconds after each hit.



Stag Chariot

History

A Unique Unit only available to Gulley. A light and very, very fast chariot, perhaps inspired by those used by the Hylian Bandits that became the first Kokiri. The Kokiri would occasionally use these chariots to transport supplies, but during a time of war they instead carried soldiers to the battlefield. They were not particularly strong but could be garrisoned with a pair of ranged units to boost their mobility.

Statistics:

Health: 125
Armor: Hack 7, Pierce 7, Crush 7
Attack: Crush 5
Size: Large
Garrison: 2
Bonuses: Camouflage

Classes:

Soldier, Cavalry, Melee, Blunt

100 20 30 3 30



Abilities:

Stable Cart (Garrison): Accuracy of garrisoned units is not reduced as usual with garrisoning of mobile units.

KOKIRI TITAN

Kasuto, the Great Deku Tree

History

One of the most ancient beings in Hyrule, the Great Deku Tree assumed fatherhood of the Kokiri after his kind won a war against their violent ancestors. He has since shaped the Kokiri generation after generation, altering their nature on the path to becoming Koroks. Though the Great Deku Tree is lethargic and rather aggressive at enforcing an isolationist policy, he only does so to keep the Kokiri safe from outside influence and the horrible wars that have ravaged Hyrule.

Statistics:

Health: 1000
Armor: Hack 15, Pierce 15, Crush 15, Magic 7
Attack: Crush 125
Size: Huge
Bonus: Knockback, Trample, Heavy

Classes:

Titan, Melee, Blunt

 5:00

Element:



Abilities:



Take Root: The Great Deku Tree plants himself into the ground, becoming immobile and gaining the Defense class. While rooted he gains the Regeneration bonus and can garrison up to 10 units.



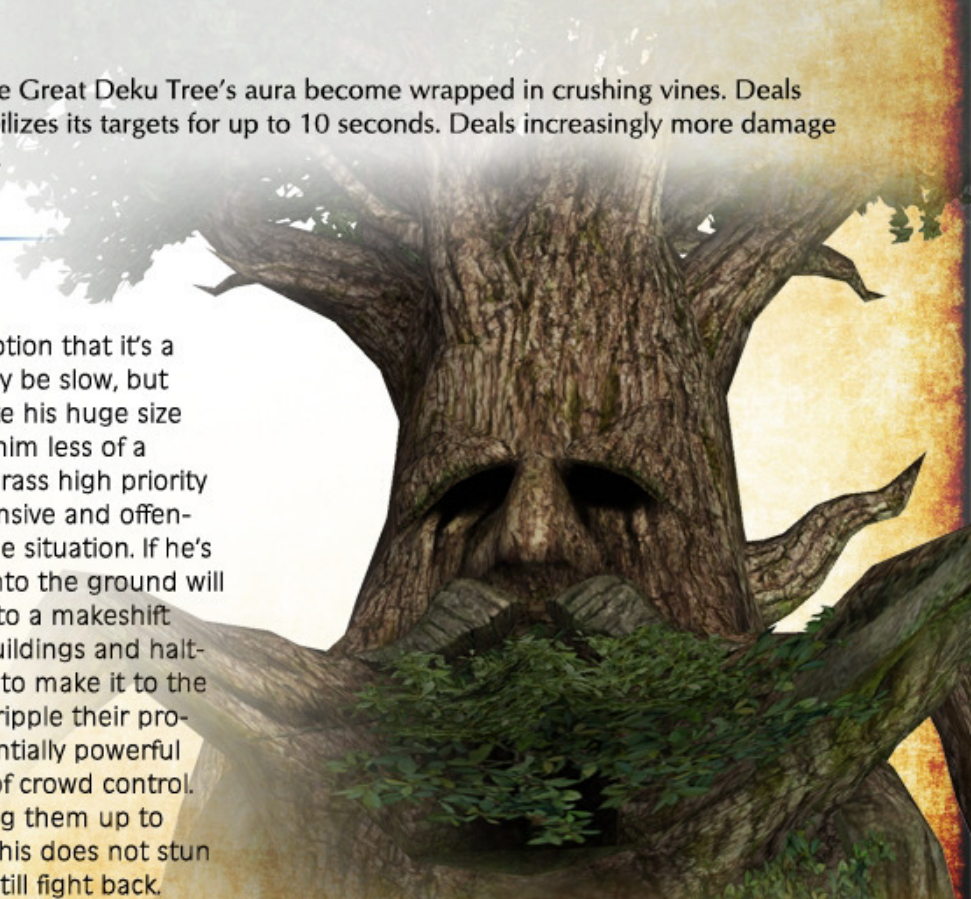
Earthtill: The Great Deku Tree thrusts his roots into the ground, sending out smaller roots to till the earth in all directions. All enemy buildings within his aura become stunned for up to 5 seconds and are dealt Crush Damage.



Entangle: All enemy units within the Great Deku Tree's aura become wrapped in crushing vines. Deals draining Crush damage and immobilizes its targets for up to 10 seconds. Deals increasingly more damage the smaller a target's size becomes.

Titan Type: Assault

The massive Great Deku Tree instantly lends to the notion that it's a powerhouse of a Titan, and this is indeed true. He may be slow, but Kasuto can deal a lot of damage to his targets. Despite his huge size though he can only focus on a single target, making him less of a crowd control Titan and more of an assault unit to harass high priority targets. The Great Deku Tree's abilities play both defensive and offensive roles, giving him some flexibility depending on the situation. If he's taken quite a beating from a fight, having him Root into the ground will begin to regenerate HP, in addition to turning him into a makeshift turret. Earthtill is a siege ability, damaging multiple buildings and halting their production. If the Great Deku Tree manages to make it to the center of an enemy base this ability can completely cripple their production and defense momentarily. Entangle is a potentially powerful ability and gives the Great Deku Tree some element of crowd control. Every enemy within his aura is frozen in place, opening them up to taking damage from your armies. Keep in mind that this does not stun enemies, so even though they are trapped they can still fight back.



Community Grove



History

The central grove from which a Kokiri community flourishes. From here the Kokiri can train civilian units and construct all manner of civic buildings.

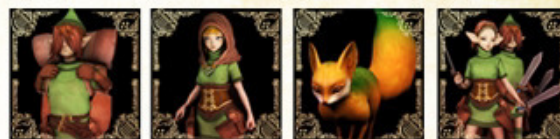
Statistics:

Health: 3000
Attack: Pierce 7
Arrow Count: 3
Garrison Limit: 20
Requires: Town Phase

Classes:

Civilian, Civic Center

Trains:



Laborer

Explorer

Hunting Fox

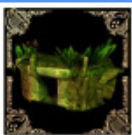
Minutemen

500 500 +20 8:30

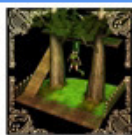
Add-ons:



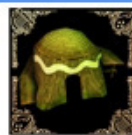
Berry Seeders



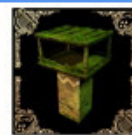
Forest Shrine



Public Hangings



Community Home



Watchtower

Researches:



Deku Threading: A fine and almost silky thread that is more durable than other common clothing material that the Kokiri sometimes use to weave their outfits. +1 Hack and Pierce armor for all Non-Creature, Non-Mechanical units.

Research Cost: 450 40



Hiding Brush: Kokiri Hunting Foxes had an uncanny green coloration that helped them hide within the forest. Selective breeding would birth Foxes with even better green coloration, allowing them to hide much easier in the underbrush. Hunting Fox's Camouflage bonus is replaced with Stealth.

Research Cost: 200 500 40



Deku Quarterstaff: Replaces Explorer Deku Stick with a Deku Quarterstaff. Explorer gains +3 Crush Attack and the Soldier Class.

Research Cost: 450 250 40

Market Grove



History

A series of shops that sold various goods and services within its host settlement, increasing both its economy and the happiness of people within.

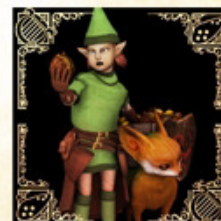
Statistics:

Health: 500

Classes:

Civilian, Drop-Off Point

Trains:



Shopkeeper

350 45

Add-ons:



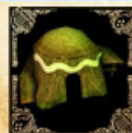
Storehouse



Forest Lodge



Fairgrounds



Community Home



Watchtower

Battle Grove



History

A simple grove dotted with combat dummies, Kokiri would occasionally come here to spar with simple swords, sticks, and kitchen tools so as to be ready to defend their villages from predators.

Statistics:

Health: 3000

Classes:

Military

Trains:



350



30



Slingshotter



Grove Watcher

Add-ons:



Mudmen Colony



Elk Glade



Fairy Seclude



Community Home



Watchtower

Researches:



Militia Drills: The Kokiri Forest is full of many dangers, and the Kokiri people cannot sit ignorant in their wooden cities and hope to be safe. Every Kokiri is taught basic fighting techniques with simple weapons, be it knives or even kitchen utensils. When their cities come under fire they must be ready to react at a moment's notice. -25% Build Time for all Minutemen.

Research Cost: 300 200 40

Crafting Grove



History

A Grove dedicated to improving Kokiri buildings and units through crafting and training.

Statistics:

Health: 500

Classes:

Military



350



30

Add-ons:



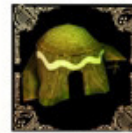
Wood Carvers



Obstacle Course



Target Range



Community Home



Watchtower

Researches:



Blacksmith's Tutelage: Only available to Gulley. When he was a young Hylan Gulley's blacksmith of a father taught him much in the way of metalworking. Gulley would later use these techniques to help improve Kokiri weaponry in order to combat the growing threats across Hyrule. +25% Hack Melee Attack for relevant units.

Research Cost: 450 350 40

Berry Seeder Add-on



History



An Add-on for the Community Grove. A small farm that grows Berry Bushes for the Kokiri to Harvest. Periodically spawns a Berry Bush near the Community Grove, up to a maximum of 7.

Statistics:

Health: 900

Classes:

Add-on

 150  30

Researches:



Deku Baskets: Finely crafted baskets made from the bark of sturdy Deku Trees. +50% Food Gather Rate while Foraging.

Research Cost:  50  50  40



Perennialization: The Kokiri were experts at growing berries of all kinds. Deep in their forest they had developed many methods to keep them alive year-round and yield bountiful amounts of berries. Berry Bushes now yield twice as many Berries before perishing.

Research Cost:  200  200  40

Forest Shrine Add-on



History

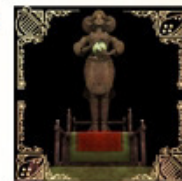
An Add-on for the Community Grove. A place of worship dedicated to Farore and other forgotten forest deities.

Classes:

Add-on, Religious

Trains:

 150  30



Shrine of Courage



Wolfos

Researches:





Faith in Farore: Worship of the Goddess Farore was not prominent amongst the Kokiri, likely due to their relationship with the Great Deku Tree. Still some were quite devoted to the Goddess of Courage and could inspire other Kokiri to continue fighting when usually they would fall in battle. Shrine of Courage now slowly heals adjacent units.

Research Cost:  500  40



Woodland Reach: The reach of Farore gradually replaced veneration of the Great Deku Tree as time passed on. The clergy of this religion made bolder territorial claims for the Forest when their idols entered a new region. Shrine of Courage Territory Range increased by +50%.

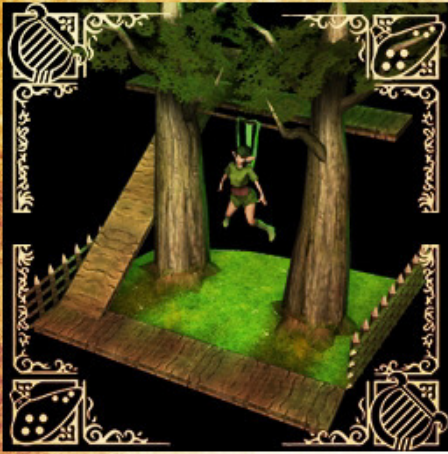
Research Cost:  500  40



Farore's Priestess: As the worship of Farore became more complete, dedicated Priestesses would devote their service to the Goddess of Courage. With the help of Fairies such a Priest would escort their idols to take and hold new lands for the forest. Shrine of Courage is now escorted by an Enchantress free of charge.

Research Cost:  700  40

Public Hangings Add-on



History

Kokiri criminals are rare but they do exist. Kokiri are very easily embarrassed, and to deal with these criminals they hang them publicly by their undergarments for all to point and laugh at. A crude and painful, but very effective means of punishment.

Classes:

Add-on

150 30



Abilities:

Public Hangings: Hang troublemaking Kokiri by their underwear for all to see, frightening Kokiri Laborers into working harder and faster.

Storehouse Add-on



History

An Add-on for the Market Grove. A large shed and stash to keep equipment and gathered resources.

Classes:

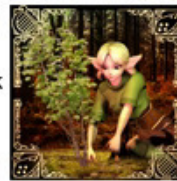
Add-on, Drop-off Point

150 30



Kokiri Utility Belts: Kokiri Utility Belts were very common, virtually every Kokiri wore one. These handy dressings contained pouches and tools for everyday work and could be used to carry all manner of useful items. +3 Resource Capacity, +10% Build and Repair Rate.

Research Cost: 300 300 40



Planned Forestation: Wood was used in massive amounts to create the Kokiri cities and thus every tree needed to be carefully forested and replaced. Reforestation operations were pretty complex and large affairs for Kokiri city planners. +15% Wood Gather Rate.

Research Cost: 200 50 40



Deku Backpacks: These large but light backpacks were favored by the laborers of the Kokiri. Everything from resources to building supplies could be stored and transported with ease with these packs. +7 Resource Capacity.

Research Cost: 700 700 40



Deku Seed Cultigen: Crossing the essence of Deku Trees with other types of lesser flora resulted in stronger and more bountiful plants. Kokiri could gather more wood from these hybrid trees. +15% Wood Gather Rate.

Research Cost: 300 150 40



Rupee Uprooting: With a bit of long term planning the Kokiri found that growing Deku Trees in Rupee Deposits resulted in the plants breaking up the rocky ground and allowing for easier collection. +15% Rupee Gather Rate.

Research Cost: 200 300 40

Forest Lodge Add-on





History

An Add-on for the Market Grove. Resting place, shop, and bar for travelers passing through the forest who are more than willing to help out for some Rupees.

Classes:

Add-on

 150  30

Hires:

- Forest Thief
- Forest Blin
- Pikku

Fairgrounds Add-on



History

An Add-on for the Market Grove. Plenty of shops, food, and fun for the entire community. Resources can be bartered and traded here.

Classes:

Add-on, Market

 300  2:50

Trains:



Fiddler

Researches:



Cartography: Accurate maps of Hyrule were highly valued by both individuals and the governments of many empires. Allows player to see what allies see, browse their summary and check their resources and population count in the top panel.

Research Cost:  100  40





Know it all Nuts: Well loved and spiced Deku Nuts packed with flavor, courtesy of the Know-it-all-Brothers' secret recipe. +25% Income increase for Shopkeepers.

Research Cost:  300  40



Forest Festivals: Only available to Fado. Kokiri love parties, so why not throw one whenever the chance permits? Fado was well loved by his people for arranging some of the best celebrations in all of the Forest. Kokiri Laborers now regenerate health when near any type of Grove or Safehold.

Research Cost:  500  40

Mudmen Colony Add-on



History

An Add-on for the Battle Grove. Small community of Mudmen from Bando Grove, ready to train and join the Kokiri in battle.

Classes:

Add-on

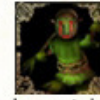


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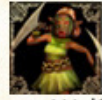


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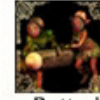
Trains:



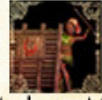
Mudman Jabber



Mudman Wolfkiller



Mudmen Battering Ram



Mudmen Mantlet

Researches:



War of the Masks: The Mudman of Faron constantly reenact their famous battles in a series of plays called the War of Masks. Such frequent use of weapons greatly enhances their attack speed in battle. +20% Attack Rate for all Mudmen Units and the Mudman Tower.

Research Cost: 350 350 40



Baga Swarm: The Mudmen of Faron were instrumental in destroying the wicked Baga Tree of the south after taking his wooden fortress, an event that greatly inspires them when storming enemy castles. Capture rate for Mudmen Jabber, Wolfkiller, and Mantlet increased by 50%, Mudmen Battering Ram Crush Damage increased by 25%

Research Cost: 500 40



Mud Dance: Only available to Mirora. Mirora was quite fond of dancing, and her people were more than eager to join in the fun. Mirora's signature Mud Dance had quite a few combat applications, letting skilled Kokiri slip past attacks. Kokiri Melee Infantry in formation with non-mechanical Mudmen units gain the Nimble Footing bonus.

Research Cost: 700 40

Elk Glade Add-on



History

An Add-on for the Battle Grove. A hidden glade that Kokiri Deer may graze at in peace.

Classes:

Add-on

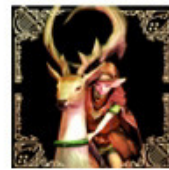


150

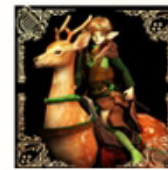


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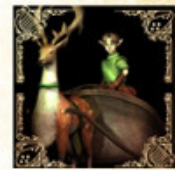
Trains:



Buck Rider



Doe Trotter



Stag Chariot

Researches:



Sacred Forest Acorns: These rare golden acorns can only be found in the Sacred Forest Meadow of the Kokiri Forest. They are a favorite food of the Kokiri Deer, and giving one of the animals such food will make a friend for life. +10% Health for all Deer units.

Research Cost: 700 350 40



Heightened Awareness: Kokiri Deer were quite natural at being aware of their environment, likely to survive the numerous monstrous predators of their homeland. The Kokiri could train and use this ability to their advantage. +15% Line of Sight increase for all Deer units.

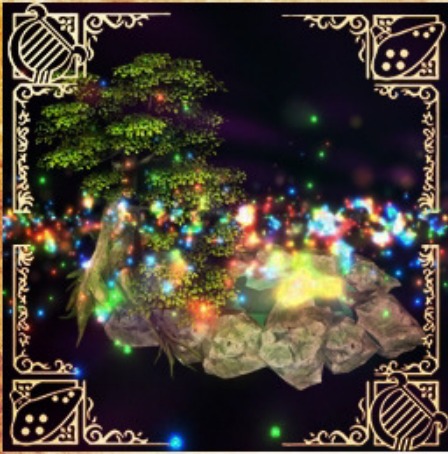
Research Cost: 200 200 40



Superior Alertness: The deer of the Kokiri Forest were said to have keen senses beyond that of most animals, almost as if they could predict the future of their hunters. All Deer units can now detect Steal-thed units at close range.

Research Cost: 500 40

Fairy Seclude Add-on





History

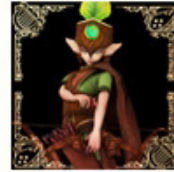
An Add-on for the Battle Grove. A refuge for rogue Fairies that have fled deep into the forest.

Classes:

Add-on

 150  30

Trains:



Emerald Archer



Enchantress



Deku Tree

Researches:



Guardian Fairies: Refugee Fairies from the far east who seek asylum in the Kokiri Forest. The Kokiri were quick to form such an alliance, seeing as both dying people would benefit from the partnership. +1 Non-magic armor and +3 Magic armor for all non-creature Kokiri units.

Research Cost:  500  500  40



Fairy Senses: Fairies were very handy at helping their partner target an enemy and aim, as well as react quickly to incoming attacks. +20% Attack Range and Dodge Rate for Sling-shotters and Emerald Archers.

Research Cost:  200  350  40



Fairy Bows: Only available to Saria. The mythical Fairy Bow was an ancient weapon lost to time for countless years until Saria recovered the last one from the Forest Temple. After the discovery the Kokiri quickly learned how to create new Fairy Bows for use by their archers. Emerald Archers and Safeholds gain +20% Attack Range and now deal Magic Damage.

Research Cost:  550  40

Wood Carvers Add-on



History

An Add-on for the Crafting Grove. Skilled Kokiri craftsman carve wood into many different forms for a wide variety of uses.

Classes:




Add-on

 150  30

Researches:



Deku Gouging: Better techniques for gouging Deku Wood results in a finer finish for both armor and shields. +2 Non-magic armor for Grove Watchers, Buck Riders, Doe Trotters, Emerald Archers, and Chief.

Research Cost:  350  200  40



Faron Woodworking: Ancient manuscripts uncovered from Faron present techniques for drying and lightening the wood used in Kokiri armors. +20% Movement Speed for Grove Watcher, Buck Rider, Doe Trotter, Emerald Archer, and Chief.

Research Cost:  300  550  40



Valadeku Tracery: Methods of woodworking lost to time, yet preserved in some Huskus and Deku texts. These fine methods of Tracery allow buildings to be constructed faster and cheaper. -10% Material Cost and Build Time for all Buildings.

Research Cost:  500  550  40

Obstacle Course Add-on



History

An Add-on for the Crafting Grove. Rigorous training ground for improving the skill of Kokiri warriors.

Classes:

Add-on

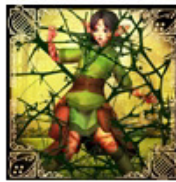
 150  30

Researches:



Test of Speed: The first trial of a Kokiri was that of speed. They found the best way to encourage it was with a giant rolling boulder. +20% Movement Speed for all Melee Soldiers.

Research Cost:  300  350  40



Test of Endurance: The forest was a harsh place, and a Kokiri needed to be ready to handle extreme conditions at a moment's notice. The Test of Endurance involved being tossed into a thorny bramble, the Kokiri believed it would make one more resistant to nature. +10% Health for all Melee Soldiers.

Research Cost:  300  350  40



Test of Battle: The final test of any Kokiri soldier was that of battle itself. By dumping a future warrior into a pit of Deku Babas, the victor would emerge with the skill they needed to fight in a war to defend the forest. +20% Attack Damage for all Melee Soldiers.

Research Cost:  300  550  40

Target Range Add-on



History

An Add-on for the Crafting Grove. A testing ground for aim and skill of Slingshottery and Archery.

Classes:



Add-on

 150  30

Researches:



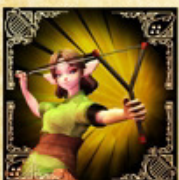
Slinger Square Off: The Kokiri held serious competition among Slingshottery during celebration seasons. The best of their kind would face off at Target Ranges in order to win prizes. +20% Ranged Attack Accuracy for Slingshottery and Watchtowers.

Research Cost:  500  40




Dried Deku Seeds: A secret Kokiri method of drying Deku Seeds make them lighter but no less durable, allowing them to fly further. +20% Attack Range for Slingshottery and Watchtowers.

Research Cost:  250  350  40



Kokiri Quick Drawing: Kokiri Slingshottery would do whatever it took to win the competition... within the rules of course. Many developed an amazing quick draw, allowing them to fling their ammo at impressive speeds. +20% Attack Rate for Slingshottery and Watchtowers.

Research Cost:  250  350  40

Community Home Add-on



History

An Add-on for every type of Grove. A nice and simple home that the Kokiri live in.

Classes:
Add-on

 150  +5  30

Trains:



Minutemen

Watchtower Add-on



History

An Add-on for every type of Grove. A small tower manned by a Slingshotter, giving the Grove an attack to defend itself.

Statistics:
Attack: Crush 4
Arrow Count: 2

 150  1:00

Classes:
Add-on, Defense



Barricade



History

These wooden reinforced trenches were found along the borders of the Kokiri Forest. During a siege many Kokiri Slingshotters or archers could man these defenses and attack behind safety. Extremely resistant to Siege Weapons, but can be easily captured by enemies.

Statistics:
Health: 500
Garrison Limit: 7

 100  30

Classes:
Defense

Mudmen Tower





History

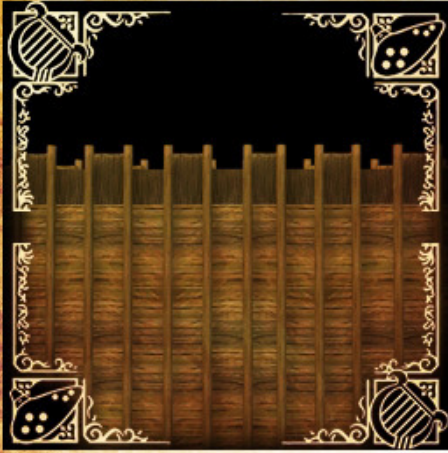
A tall tower that the Mudmen of Faron would construct around their homelands. Kokiri units could garrison inside the Tower to improve their own defense and the tower's attack.

Statistics:
Health: 750
Attack: Pierce 9
Arrow Count: 2
Garrison Limit: 5
Requires: Town Phase

Classes:
Defense

 200  1:30

Kokiri Wall



History



Kokiri Walls were quite sturdy and made from well crafted wood. During times of siege they were valuable in helping to hold off invaders.

Statistics:

Health: 1250
Garrison Limit:
3 (Medium Segment)
5 (Large Segment)
3 (Tower)
Requires: Town Phase

Classes:

Defense

 20 - 40  35

Forest Safehold



History

The wooden fortresses of the Kokiri Forest protected its border from invaders. A full garrison of Kokiri could man the small castle and siege weapons could be deployed from its halls.

Statistics:

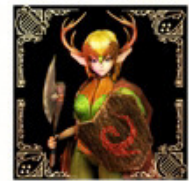
Health: 2000
Attack: Pierce 9
Arrow Count: 3
Garrison Limit: 20
Requires: City Phase

Classes:

Military, Defense

 700  2:30

Trains:



Chief



Bouldershot

Researches:



Wooden Reinforcement: Kokiri buildings are created from Deku wood grown in their homelands. While sturdy for homes, they are not known for their resistance to enemy attacks. Extra reinforcement helps minimize this drawback. +3 Crush Armor for all Buildings.

Research Cost:  500  350  40



Emerald Garrison: A permanent garrison of Emerald Archers are stationed at all Kokiri Defensive structures. Watchtowers, Mudman Towers, and Safeholds now attack with arrows instead of slingshots.

Research Cost:  500  500  40



Boulder Sniping: Extended use of Bouldershots have lead some operators to uncover excellent methods for hitting their targets from quite a distance. +20% Attack Range for Bouldershots.

Research Cost:  200  300  200  40

The Great Deku Tree's Grove



History

The resting place of Kasuto, the Great Deku Tree, from which he watches over his forest empire. The grove itself is astonishingly ancient, predating much of the current Kokiri Forest and Kasuto himself. The Kokiri come to this grove to give reverence to their master, and consider the ring sacred ground.

Statistics:

Health: 4000
Requires: City Phase

Classes:

Wonder

Trains:

 1000  1000  1000  1000  15:00



Kasuto, the Great Deku Tree

Wonder Bonus:

The Great Deku Tree's Grove functions just like a fully upgraded Community Grove, serving as a Drop-Off Point, providing population space, and generating Territory.

