

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...



- HISTORY AND LORE -

HISTORY OF THE GOHMA

The Gohma are perhaps the most ancient race native to the land of the Hyrule, their creation being traced to the creation of the world itself. The Demon known as Iemanis warped and twisted the primitive arachnids into an ever changing army to be used as an extension of its will and directed these primordial Gohma to spread its influence across the land. When Iemanis was destroyed the surviving Gohma wandered into the wilderness, losing all sense of unity and becoming little more than wild beasts.

It was during the casting out of Sulkaris by the other First Sages that the Gohma transformed into what they are most recognized as today. Remembering the power that Iemanis held over the Gohma, Sulkaris found the beasts and through some means became bound to them as their creator had been. No longer wild animals, the Gohma were now sentient and unified once again, erecting massive hives in the Misery Mire and experiencing a rapid population growth. Sulkaris set her eyes on the Triforce again, and used the Gohma to invade Hyrule.

King Gustaf of Akkala managed to destroy Sulkaris during a pivotal battle between the two forces. Though it seemed her body was destroyed, her link to the Gohma seemed to have preserved her will. It was only a matter of time before Sulkaris found a means of reconstructing bodies, effectively achieving a form of immortality. She would go about seeking victims and using their flesh to host new forms.

This connection between Sulkaris and the Gohma was not one way however, she was influenced by them as much as they were by her. In time, Sulkaris as an individual was no more and collectively the Gohma were an amalgamation of their desire to consume and Sulkaris' will to revenge against the First Sages. Now the arachnids seek to devour all of the land while hunting down the First Sages that banished Sulkaris and are a threat to all who live in Hyrule.



Throughout most of history the Gohma lived primarily within the Misery Mire, a large tract of swamp that was left mostly untouched by civilization. When they became unified under Sulkaris they quickly secured the entire swampland, destroying and absorbing the many hostile beasts native to the area. The Gohma periodically controlled large unlinked areas across Hyrule during their many invasions, including most of Lanayru Province to the east and segments of the Kokiri Forest. They rarely moved south into the Gerudo Desert; the lack of raw material and resources made it an area of little interest. When the Gohma were finally exterminated their hives decayed and little trace of their existence remained within the Misery Mire as it returned to a wild state.



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 FEATURES-

FACTION MILITARY FOCUS

- **Infantry and Support:** The Gohma had many units specialized for certain tasks, though a broad range of them were more than capable of engaging in a melee. The Gohma had quite a few powerful support units as well, such as their Hive and Royal unit branches.

FACTION BONUSES

- **Infestation:** Gohma buildings cannot be captured by any means.
- **All Consuming:** All Gohma units can harvest Food from the corpses of all slain organic units, including their own.
- **Hive Affinity:** All Gohma Buildings spawn Sterile Larva when destroyed.

TEAM BONUS

- **Hive Regiments:** Allies receive +1 pop bonus for each house and Civil Center.

RESOURCES



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



Farms



Fruit



Meat



Fish



Corpses



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



Wood



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



Metal



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



Rupees



Force Gems

BUILD STYLE

- **Radius:** This faction uses workers to construct their buildings and has a dedicated building that spreads buildable territory within a small radius. Most buildings can only be created within this limited radius. If the Radius generating structure is destroyed, all other buildings that required it will begin to decay.

CULTURE



- **Hive:** The Gohma lack a true culture, seeing as each individual is merely an extension of the hive's will. They gain all Bonuses and Techs associated with the Hive Culture.

RELIGION

- **None:** As a Hive faction the Gohma have no religion and gain no Religious bonuses or techs.

- GOHMA TRUISMS -

* The Gohma are an unorthodox faction and differ in many ways from most factions in *Hyrule Conquest*. It is recommended, especially if you are new to the RTS genre, to learn to play with a more conventional faction before moving on to the Gohma. At a glance some key differences the Gohma have: A completely separate Worker and Builder unit, Units are hatched from Eggs laid by Queens whose larva can grow into multiple unit types, an asymmetrical buildtree (many different research buildings, no Castles or unit production buildings), no access to Mercenaries, and many others.

*The Gohma army has many highly specialized units designed to work in conjunction with different unit types. While mixed armies is encouraged for every faction, a Gohma player that spams a single unit type can be more easily countered by an opponent paying attention to build orders. Do not send swarms of nothing but Pincergohma, a group of archers will easily counter nearly triple their count. Do not send large groups of only Gohma Long Legs, just a handful of spearmen can massacre them. Decent micromangement and mixed armies are a key to any Gohma strategy.

*Gohma buildings cannot be captured by enemies and can only be destroyed by siege weapons. Factions like the Stalfos and the Cult of Agahnim will not be to exploit captured bases when facing a Gohma player, and raiding factions will have a more difficult time messing with a Gohma base. As a Gohma player you will want to prepare for heavy use of siege weapons against you, and against the Gohma you will want to bring out plenty of siege weapons to burn their bases to the ground.

*While not all Gohma units are workers (or even have a Worker Class), all Gohma units can harvest food from corpses. In fact, Gohma have the strongest food production of any faction in the game, being able to harvest the resource from the largest variety of sources.

*When Gohma buildings are destroyed they will spawn a select number of Larva. The amount of larva scales with the size of a building. These larva are sterile however, and cannot be morphed into new Gohma units.

*Factions allied with the Gohma gain a population boost for every Civil Center or house that they construct. While this bonus seems small (only +1 for each house), in a long match it could save you resources that would normally be spent on several houses.

*The Gohma do not train units like a vast majority of other factions. Rather, their Queens lay eggs, which then can be hatched into one of four types of Larva. Gohma Larva can then transform into a number of specialized units. Instead of hotkeying buildings, you will focus on ordering Queens to lay eggs and then hatching them. Eggs are not that expensive and it's recommended to always lay extra eggs when you have a free moment of time.

*Gohma Larva are considerably weak, however they are not merely extra units in between Eggs and specialized soldiers. Each Gohma Larva can serve a purpose and be further upgraded with useful abilities. Especially early in a match it's sometime wiser to leave Larva in their current form and use them for tasks instead of pouring in time and resources growing them into new units.

*Most of the Gohma roster is cheaper to produce then the armies of other factions. Their cost is somewhat offset by the cost of Eggs and time to grow into Larva, but even with that taken into consideration a Gohma player can field a larger army than most factions for the same cost of resources. Keep in mind however that most Gohma units are fragile for their size.

*The Gohma cannot Trade like most other factions. They can convert resources like a Market at their Recycler buildings, however. Like Market Tribute, some of the original resource is lost during the conversion. If you are playing with allies, their own traders can gain resources from the Recycler like a Market.

*Being a Hive faction, the Gohma do not have access to any Mercenaries, nor can they gain the favor and membership of Minor Factions. If you want to gain the use of a Minor Faction and their units, you will have to conquer them by capturing their buildings.

*Keep an eye on Hive Nodes, you need a Hive Node in order to construct a building nearby. If a Hive Node is lost all buildings in its radius will begin to decay. If you are attacking a Gohma base focus your fire on these structures to more quickly cripple their buildings.

Sulkaris, the Fallen Sage

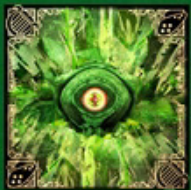
Sulkaris once served as a First Sage, a guardian of the Triforce and the world of Hyrule from the corruption of demons and other malevolent beings. Sometime early in her existence she deemed it necessary to take the Triforce into her own hands and assume control of Hyrule. She was stopped by her fellow 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.



Unique Unit - Acid Sprayer

A large non-combat unit that violently explodes when slain. Deals massive damage to everything inside the blast radius, especially organic units.



Unique Tech - Virid Crystals

All Soldier Caste Gohma grow Emerald Crystals on their carapace, giving them a +1 of all armor types, as well as dealing passive damage to any enemy that engages them in melee.



Unique Passive - Will of the Hive

Hive Nodes and Amplifiers extend territory an additional 20%.



Sulkaris's power lies in turning the Gohma into an aggressive army that expands through force and territory. Virid Crystals is a powerful tech that turns the Soldier Caste of units into walking damage machines; any enemy that engages them in melee will take damage themselves. As you can imagine, a large swarm of Pincergohma with Virid Crystals will be dealing quite a bit of damage just by walking near enemies. Will of the Hive is a pretty powerful boost to the territory generated by Hive Nodes, giving you more room to establish bases and defenses. Sulkaris' unique unit is the lumbering Acid Sprayer. This large creature actually cannot attack, but rather they plod into battle to soak up damage from enemy forces. When the Acid Sprayer is slain (or triggered by the player), they explode in a violent bath of acid, dealing significant damage to all enemies within their radius. Sending a few Acid Sprayers in front of your armies to kamikaze an enemy's army can really soften up their forces for the rest of your Gohma to tear apart.



Sulkaris

Statistics:

Health: 1000
Armor: Hack 7, Pierce 7, Crush 7
Attack: Hack 10, Pierce 21, Crush 7
Size: Large
Bonus: Knockback, Heavy, Regeneration

Classes:

Hero, Melee, Claws



1:00

Abilities:

LVL 1



Burning Blood: When Sulkaris is slain she explodes into a violent burst of acid, dealing damage to all enemies around her.

LVL 2



Arachnid Strength: Sulkaris can deal Knockback to targets of equal size or larger (the exception being Titan units).

LVL 3



Gaze of the Gohma: Enemy units tremble in fear before Sulkaris, their attack rate is reduced by 25% and there is a chance they will begin running away.

LVL 4



Undying Will: Gohma units in formation with Sulkaris will continue to attack enemies several seconds after they are slain.

LVL 5



Eye of the Gohma: Sulkaris temporarily attacks with a powerful ranged beam that deals fire splash damage.



Sulkaris is a giant screaming mass of claws and armor. As a unit she is quite powerful for a hero, and becomes even more of a monster as she gains levels. Much like her Unique Unit, the Acid Sprayer, Sulkaris can explode into a shower of acid when she's slain in battle. The blast deals quite a lot of damage and can instantly destroy many smaller units. Arachnid Strength allows Sulkaris' Knockback to apply to units larger than herself, letting her comically fling huge units and siege weapon across the screen. As Sulkaris levels up, she gains the Gaze of the Gohma ability, a skill that potentially sends enemy units running away from facing her in battle while reducing the attack rate of those that do stand up to her. Undying Will is an impressive ability that gives all slain Gohma units a brief chance to do extra damage before finally falling in battle. Gohma units that die in the presence of Sulkaris will continue to attack enemies for several seconds before death is registered. Lastly, Eye of the Gohma fires a single but powerful fire beam at a selected target. It can instantly vaporize just about any unit, deal massive damage to heroes, and set a target building on fire.

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.



Unique Unit - Shroud Walker

Large Gohma support unit that can plant itself into the ground. Generates Gohma Shroud which dramatically reduces enemy Line of Sight and Ranged Attack Accuracy.



Unique Tech - Giant Dens

Gohma structures have limited capacity to spawn and house Sterile Larva, which will defend their host building when attacked. Allows each Gohma Building to upgrade itself to be defended by a host of Sterile Larva.



Unique Passive - Remote Infestation

Gohma Queens can lay eggs in Neutral and Enemy territory.

Agitha has a wide variety of Utility based skills, and her unique selection of talents put her firmly in a Support hero role. Her Remote Infestation passive is probably her most notable trait. Unlike other Gohma heroes, Queens under Agitha gain the ability to lay eggs outside of her territory. If Agitha can sneak a Queen behind enemy lines safely, she could potentially spawn an entire army and have them attack from unexpected locations. Giant Dens is a defensive Tech, letting her upgrade all Gohma buildings to be manned by defending Larva. This will make sieging a Gohma base with melee units very difficult, as the defending larva continue to respawn shortly after being slain. Agitha's Unique Unit, the Shroud Walker, is a giant support unit that protects your armies. When its ability is activated the Shroud Walker will stand in place and generate a thick layer of fog around itself, dramatically reducing enemy Line of Sight and making it much more difficult for ranged units to accurately hit your units.





Agitha

Statistics:

Health: 500
Armor: Hack 5, Pierce 5, Crush 5
Attack: Hack 15
Size: Large
Bonus: Armor Piercing, Knockback, Defender

Classes:

Hero, Support, Worker, Melee, Claws



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Abilities:

LVL 1



Constructor: Agitha can build all Gohma buildings.

LVL 2



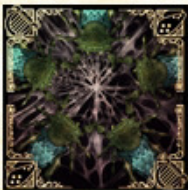
Voice of the Gohma: Agitha can trade at allied Markets like a Merchant unit.

LVL 3



Unnerving: Enemy units within Agitha's aura move and attack 10% slower.

LVL 4



Master Keeper: Hive Keepers within Agitha's aura build 10% faster.

LVL 5



Maternal Instincts: All Larva units in formation with Agitha gain +3 non-magic armor.



Agitha is a Support hero; her talents are best used outside of direct combat and improving your base and economy. Agitha functions as a builder unit, and can construct every Gohma building. Not only that, but her Hive Keeper can create buildings faster than normal Gohma builders. Once Agitha gains a level she also becomes a Merchant unit, able to trade with allies and generate large loads of resource with each successful trip. When Agitha gains the Unnerving ability all enemies in her presence will move and attack at a slower rate, likely confused and creeped out at the sight of her. Master Keeper boosts the performance of other Hive Keepers within Agitha's radius, dramatically increasing the rate they can construct buildings. Lastly Agitha's Maternal Instincts supercharges all of the Gohma Larva in formation with her. Normally very killable units, Larva gain quite a boost to non magic-armor from this ability, making them much harder to kill considering their small size and low stats.

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.



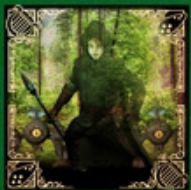
Unique Unit - Trap Door Gohma

Fast Gohma Unit that can burrow into the ground in order to become stealthed. Attacks passing enemies from its burrow.



Unique Tech - Subterranean Pits

Mite Pits become Stealthed.



Unique Passive - Forest Traitor

Gohma Larva are stealthed while not moving.



Kanokiri Spear

Made from the blade of a fallen Gohma, Mido's spear is coated and painted with poisonous ooze that he is more than willing to use against his enemies. The spear was fashioned after old designs used by the Kokiri Bandits that his people are descended from.

Mido's skills are almost entirely Stealth based, and his features add a Stealth element to the Gohma forces. His passive, Forest Traitor, gives all Larva Camouflage, allowing them to become invisible when not moving. This is an excellent way to set up an ambush against an enemy, especially early in a match because of how soon Larva can be spawned. The Subterranean Pits makes all Mite Pits invisible to enemy units. This tech is quite nasty as since Mite Pits do not directly attack, they continue to remain invisible even when dealing damage to enemy units. The only way to spot them is with a Detector unit, so be sure to bring several along if you are attacking a Gohma base under the command of Mido. Mido's Unique Unit, the Trap Door Gohma, is also based around Stealth. This unit can move quite fast and burrow into the ground. While underground, they become invisible to everything but Detectors and can surprise attack enemies that move over them.



Mido

Statistics:

Health: 500
Armor: Hack 10, Pierce 10, Crush 10
Attack: Pierce 25, Magic (Forest) 5
Size: Small
Bonus: Camouflage, Assassin, Critical Hit

Classes:

Hero, Melee, Spear



1:00

Abilities:

LVL 1



Kokiri Coward : When Mido's health reaches 10%, he attempts to run away from his attackers. His HP regenerates until he is out of range.

LVL 2



Hide: Mido is an expert at staying out of sight. He ceases all movement and becomes Stealthed, even to Detector units.

LVL 3



Wanderer: All units within Mido's radius gain +10% Vision Range.

LVL 4



Low Priority: Mido does not take any damage when in formation with other units larger than himself.

LVL 5



Subversion: Mido can rapidly capture an enemy Defense structure.



Mido initially seems the least impressive of the Gohma's four heroes due to his small size, but a crafty player that favors underhanded tactics will find both him as a unit and his abilities quite handy to their strategies. Mido's starting ability can help with his survival rate and automatically retreat when he's near death, allowing a player to give less micro to managing Mido and focusing their attention elsewhere. At level two he gains the ability to become invisible to anything else in the entire game, including Detector units. This is obviously an extremely powerful ability for helping Mido sneak into just about any location, even one watched by Towers. Mido's Wander ability boosts the vision range of anything within his formation, making him handy to send out with scouting parties and uncover more of the map. Low Priority is a powerful formation ability that Mido gains; so long as there is a unit larger than himself in his formation the enemy will never attack him, being forced to damage and kill larger units first. Lastly, Mido's Subversion ability gives him the fighting power to almost instantly capture Defenses such as Walls, Towers, and even Castles.

Matriarch

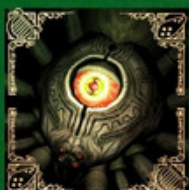
One of the oldest Gohma in Hyrule, it is rumored that Matriarch was the Gohma that Sulkaris first encountered and imbued with their will to dominate and destroy. Matriarch is also believed to be one of the sources of the Gohma's will; creating and expanding it through the blue Shroud of their hives.

Though she spends most of her time in the Misery Mire, this powerful creature has been known to travel to remote locations to establish permanent hives for invasion.



Unique Unit - Praetorian

A very large but quick unit with a powerful shield. These large monsters can jump impressive distances to get to otherwise unreachable locations.



Unique Tech - Arachnid Armor Plating

Tank Gohma and Armogohmas grow an extra layer of armor, giving them +4 non-magic armor. They also now spawn Royal Larva on death.



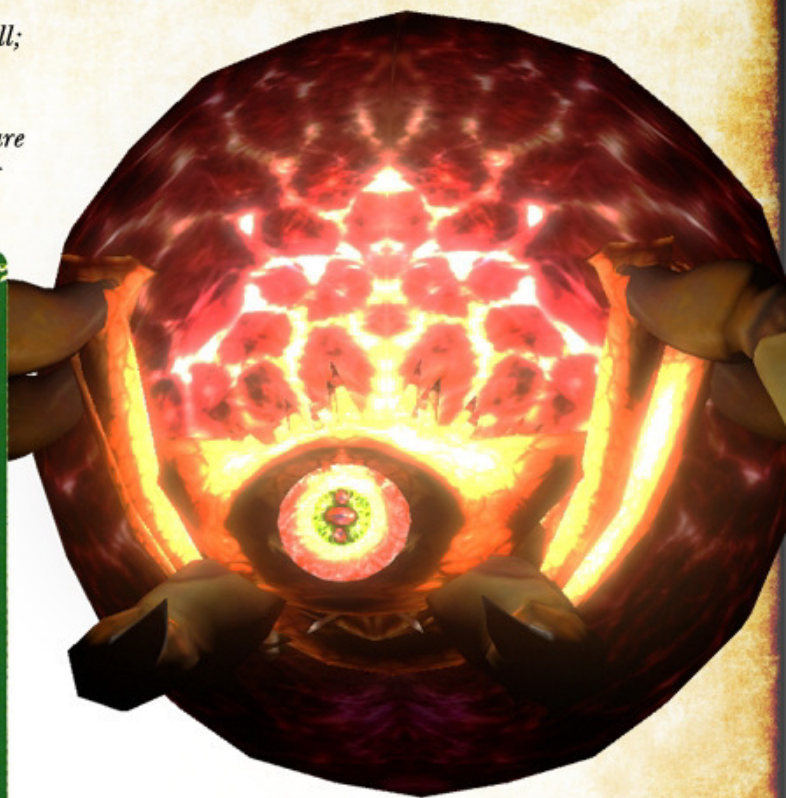
Unique Passive - Assault Royalty

Queens and Princesses grow barbed spikes on their bodies, allowing them to deal passive damage to enemies that engage them in melee.



Symbiotic Armogohma

The Matriarch was capable of fusing with a larger Armogohma, allowing her to become far more mobile and destructive. Like the entire Gohma species, they worked in perfect unison as if they were the same creature.



Matriarch has a wide range of skills at her disposal, though she has an emphasis on improving and using Giant Gohma units. Her Unique Tech, Arachnid Armor Plating, does just this by greatly boosting the non-magic armor values of both Tank Gohmas and Armogohmas. They are both already quite durable, and an extra layer of metallic armor can really push their survivability. Assault Royalty affects the Princess and Queen, causing them to grow wicked spikes from their body that mess with attackers. Both the Princess and Queen will deal passive damage to anything around them. Matriarch's Unique Unit is the Praetorian, a powerful armored unit that can leap huge distances to bypass enemy lines. Praetorians are quite durable and their ability to jump long distances make them perfect for surprise attacks or getting past enemy walls and gates.



Matriarch

Statistics:

Health: 750
Armor: Hack 3, Pierce 3, Crush 8
Attack: Hack 26
Size: Large
Bonus: Detector, Heavy, Armor Piercing

Classes:

Hero, Creature, Melee, Claws

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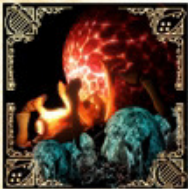
Abilities:

LVL 1



Royal Host: All enemy units consistently take damage from the Matriarch's Larva while within her radius.

LVL 2



Egg Lay: The Matriarch can lay Eggs like a Gohma Queen.

LVL 3



Rapid Birthing: All Gohma eggs within the Matriarch's aura hatch 25% faster.

LVL 4



Exacerbated Growth: All Gohma Larva within the Matriarch's aura grow into new forms 10% faster.

LVL 5



Armored Form: The Matriarch transforms into a giant Armogohma. When slain, she reverts to her normal form.



The Matriarch is a rather versatile unit, with quite a lot of combat and support application. Initially she is a slow moving unit with a weak direct attack, however she is followed by a swarm of Royal Larva that will consistently attack everything adjacent to her. As she levels up Matriarch gains the ability to lay eggs like a Gohma Queen, helping the growth of your armies. Further leveling up will allow Matriarch to both speed up the hatching of Gohma Eggs as well as the growth rate of Larva into larger units within her radius. Matriarch's final ability transforms her into a giant Armogohma, giving her a ranged fire beam attack and the Siege bonus. As an Armogohma both her speed, damage, and armor are dramatically boosted, her power rivaling that of Sulkaris. As an added bonus, when slain as an Armogohma she will simply revert to her normal form until a new Armogohma can be created.



Harvester

History

One of the most basic forms of Gohma, Harvesters serve only one purpose: to seek out and collect resources. They are highly specialized and have no combat ability.

Statistics:

Health: 25
Armor: None
Attack: None
Size: Medium

Classes:

Creature, Worker, Support

 50  1  8



Hive Larva

History

A small and hairy larva that can grow into various non-combat, utility forms. They have very minimal armor and their bites are hardly effective.

Statistics:

Health: 60
Armor: Hack 1, Pierce 1, Crush 1
Attack: Pierce 4
Size: Tiny

Classes:

Larva, Creature, Melee, Fangs

 40  10  1  15



Abilities:

Hive Helper (Target): Hive Larva can aid a Hive Keeper in constructing buildings.



Soldier Larva

History





A small and vicious larva that can grow into various combat forms used by the Gohma. They are weak, but in large numbers they can swarm and rip apart their enemies.

Statistics:

Health: 60
Armor: Hack 3, Pierce 3, Crush 3
Attack: Pierce 6
Size: Tiny

Classes:

Larva, Soldier, Melee, Fangs

 40  10  1  15



Abilities:

Leapfrogging (Passive): Soldier Larva can leap over Tiny obstacles (including other Tiny sized units) automatically, as well as climb any angle.



Giant Larva

History





A large and bloated larva that can grow into giant Gohma forms. They are slow and can barely attack, but are durable for a larva unit.

Statistics:

Health: 120
Armor: Hack 5, Pierce 5, Crush 3
Attack: Pierce 3
Size: Medium

Classes:

Larva, Creature, Melee, Fangs

 40  10  1  15



Abilities:

Corrosive Blood (Passive): When slain in battle a Giant Larva's blood creates a puddle that continues to damage enemies that move over it.



Royal Larva

History





A small but bloated larva that can grow into various reproductive or support forms. They have a nasty bite but are not particularly durable or combat-worthy.

Statistics:

Health: 75
Armor: Hack 7, Pierce 7, Crush 7
Attack: Pierce 6
Size: Tiny

Classes:

Larva, Creature, Melee, Fangs

 40  10  1  15



Abilities:

Nurturing Blood (Passive): When slain in battle a Royal Larva's blood splatters on adjacent friendly units, healing a small amount of HP.



Hive Keeper

History

Hive Keepers create webbing, build and maintain Gohma Hives. They are followed by several Webweavers which they work with to build all of the Gohma's structures. Hive Keepers and their Webweavers can attack, but are not very strong.

Statistics:

Health: 25
Armor: Hack 4, Pierce 4, Crush 4
Attack: Hack 3, Pierce 3
Size: Large

Classes:

Creature, Support, Melee, Claws

 50  1  15



Abilities:

Maintainer (Passive): The Hive Keeper's Webweavers will automatically repair structures within the radius of the Hive Keeper. This process is free, but much slower than manual repairs.



Caretaker

History

Caretakers guard the hive and make sure everything is running in perfect order. They can garrison eggs and move them to new locations. A Caretaker can attack by flinging a glob of acid at their targets.

Statistics:

Health: 150
Armor: Hack 7, Pierce 7, Crush 7
Attack: Piercing 5, Magic (Forest) 5
Size: Small
Bonuses: Armor Piercing

Classes:

Creature, Support, Ranged, Acid

 40  2  30



Abilities:

Carry (Garrison): Caretakers can garrison a Gohma Egg, granting the eggs a non-magic armor bonus and regenerating their HP. Eggs can still be hatched into Larva while being carried.



Janitor

History





Janitors assure that a Gohma Hive is kept free of mess and operating to its best. They are slow and durable, but their large and powerful snapping jaws can carry heavy objects. They can carry dead corpses and snap trees in half.

Statistics:

Health: 125
Armor: Hack 7, Pierce 7, Crush 7
Attack: Crush 10
Size: Medium

Classes:

Creature, Support, Melee, Claws

 50  20  2  30



Abilities:

Transplant (Target): Janitor can grip and rip a tree from the ground, using it as a weapon. While carrying a tree the Janitor gains Splash Damage and Knockback. Tree can be transplanted in a new location.



Pincergohma

History





The primary soldier grown and deployed by the Gohma. The Pincergohma is a medium sized monster with two powerful hacking claws.

Statistics:

Health: 150
Armor: Hack 7, Pierce 7, Crush 7
Attack: Hack 10
Size: Medium

Classes:

Soldier, Infantry, Melee, Claws

 60  20  2  30



Abilities:

Latch (Toggle): When toggled, instead of attacking normally the Pincergohma will latch onto a target of equal size or smaller, locking it in place and immobilizing both itself and its victim. Unless toggled off, the Pincergohma cannot take any orders while latched to a target.



Spinalgohma

History

A small but useful Gohma form. The Spinalgohma has a long prehensile tongue that functions much like a spear. It can use this weapon to stab enemies from afar.

Statistics:

Health: 175
Armor: Hack 7, Pierce 7, Crush 7
Attack: Pierce 10
Size: Medium
Bonuses: Critical Hit, Anti-Cavalry

Classes:

Soldier, Infantry, Melee, Pole-arm

40 40 2 30



Abilities:

Impale (Passive): If enemy unit is dealt a killing blow by a Spinalgohma, one enemy unit at random within 5 meters will be simultaneously dealt damage.



Shield Gohma

History

The Shield Gohma has one disproportionately large appendage that forms a rudimentary shield. These Gohma use their durable shields to protect themselves and those in formation with them from ranged attacks.

Statistics:

Health: 200
Armor: Hack 10, Pierce 15, Crush 10
Attack: Crush 8
Size: Medium
Bonuses: Shield

Classes:

Soldier, Infantry, Melee, Claws

75 30 2 30



Abilities:

Adapted Claw (Passive): Shield Gohma are completely immune to non-magic ranged attacks.



Gohma Long Legs

History

A large and frightening Gohma form with very long legs. These units are very fast for their size, and function as Cavalry for the Gohma. They can keep pace with horses and other mounted units deployed by their enemies.

Statistics:

Health: 160
Armor: Hack 7, Pierce 7, Crush 7
Attack: Pierce 10
Size: Large
Bonuses: Trample

Classes:

Soldier, Cavalry, Creature, Melee, Claws

75 30 3 30



Abilities:

Leap (Target): Gohma Long Legs can jump to target location up to 150 meters.



Tank Gohma

History

A giant Gohma with impressive armor and massive rending claws. Tank Gohmas are used by the Hive to aggressively siege enemy fortifications. They are invaluable for bursting open gates and walls.

Statistics:

Health: 200
Armor: Hack 14, Pierce 14, Crush 14
Attack: Crush 18
Size: Large
Bonuses: Splash Damage, Siege, Knockback

Classes:

Soldier, Creature, Melee, Claws

80 60 3 30



Abilities:

Recoil (Toggle): Tank Gohma recoils into a compact defensive stance, becoming immobile and no longer able to attack. Non-magic armor increases by an impressive +7 and the Tank Gohma gains minor HP regeneration.



Armogohma

History

A highly specialized giant Gohma, the Armogohma secretes fluid from its eye that ignites into fire. These organic siege weapons can hurl beams of fire from a distance, torching enemy defenses.

Statistics:

Health: 175
Armor: Hack 10, Pierce 10, Crush 10
Attack: Fire 15
Size: Large
Bonuses: Heavy, Siege

Classes:

Soldier, Creature, Ranged, Fire

100 100 3 30



Abilities:

Earth Grip (Toggle): Armogohma grips itself to the ground with impressive strength, becoming immobile and gaining the Defense Class. Attack Range is increased by 50%, Non-Magic Armor is increased by +3, and the Armogohma becomes immune to any Knockback damage.



Amplifier

History

A royal Gohma who's lone purpose is to secure the will of the hive. These bloated creatures project the will of Sulkaris, increasing the territory size of Hive Nodes. They cannot attack, but they are followed by a swarm of Gohma Mites that attack anything adjacent to the Amplifier.

Statistics:

Health: 200
Armor: Hack 7, Pierce 7, Crush 7
Attack: None
Size: Medium
Bonuses: Heavy

Classes:

Creature, Support

80 60 3 30



Abilities:

Reintegrate (Target): Amplifier can convert Wild Animals descended from Iemanis (Tektites, Arurodas, Magtails, Arrghuns, Warts, and Vitreons)



Gohma Princess

History

A female Gohma that was specialized to lead rather than reproduce. A Gohma Princess is able to directly influence other units within her aura, boosting their attack rate. She can also spot hidden units with the giant glowing eye on her abdomen.

Statistics:

Health: 180
Armor: Hack 10, Pierce 10, Crush 5
Attack: Hack 3, Pierce 7
Size: Medium
Bonus: Detector

Classes:

Commander, Creature, Melee, Claws

50 45 4 40



Abilities:

Hive Commander (Passive): +10% Attack Rate for all units within the radius of the Gohma Princess.



Gohma Queen

History

Perhaps one of the most important units in any Hive, Gohma Queens are the source of future generations. They lay eggs relentlessly and can quickly field a large army of larva. Gohma Queens are hardly defenseless either; they can tear apart invaders with their two massive claws.

Statistics:

Health: 200
Armor: Hack 7, Pierce 7, Crush 7
Attack: Hack 5, Pierce 10
Size: Large

Classes:

Commander, Creature, Melee, Claws

100 4 40



Abilities:

Lay Egg (Summon): Gohma Queens can lay eggs which hatch into Larva.



Acid Sprayer

History

A Unique Unit only available to Sulkaris. The Acid Sprayer is a giant and slow moving unit. It has no ability to attack enemies that face it. Rather, these units are specialized to absorb damage from enemy forces and then violently explode when slain, splashing corrosive acid over everything around itself.

Statistics:

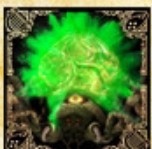
Health: 200
Armor: Hack 5, Pierce 5, Crush 15
Attack: None
Size: Large
Bonus: Heavy

Classes:

Creature, Support

Element:

80 60 3 30



Abilities:

Self Destruct (Passive/Active): Manually triggered by player, automatically triggered on death. Acid Sprayer violently explodes, sending acid all over nearby targets. Deals both Fire and Poison damage.



Shroud Walker

History

A Unique Unit only available to Agitha. These truly massive Gohma are actually completely harmless on their own. Instead they can deploy and become immobile, creating a thick fog of Gohma Shroud around themselves. When deployed the Shroud Walker functions much like a Hive Node, generating territory. Its fog also reduces enemy line of sight and makes ranged attacks much more inaccurate against your units within its aura.

Statistics:

Health: 300
Armor: Hack 12, Pierce 12, Crush 7
Attack: None
Size: Huge
Bonuses: Heavy

Classes:

Support, Creature

 150  50  3  30



Abilities:

Shroudwalker Fog (Toggle): Shroud Walker becomes immobile and begins creating a thick blue fog. Enemy units within the radius of the Shroudwalker have -50% Line of Sight and -100% Ranged Attack Accuracy.



Trap Door Gohma

History

A Unique Unit only available to Mido. A small and quick Gohma that can dart between locations. A Trap Door Gohma can burrow into the ground, hiding under a rock that it carries on its back. Enemies that wander near are attacked by the creature, which has a very high chance of dealing a Critical Hit. When burrowed they can only be seen by Scouts and Towers.

Statistics:

Health: 350
Armor: Hack 10, Pierce 10, Crush 5
Attack: Hack 5, Pierce 10
Size: Medium
Bonuses: Armor Piercing, Critical Hit

Classes:

Soldier, Creature, Melee, Claws

 75  75  3  30



Abilities:

Burrow (Toggle): Trap Door Gohma burrows underground, becoming Stealthed and immobile. It will automatically attack any enemy units that comes within range.



Praetorian

History





A Unique Unit only available to Matriarch. These large Gohma are tasked with guarding and protecting the hive with their durable shield claws. They are capable of climbing any incline, and can walk over mountains with ease. They can also leap over otherwise impassible obstacles like rivers and walls.

Statistics:

Health: 200
Armor: Hack 10, Pierce 10, Crush 10
Attack: Hack 17
Size: Large
Bonuses: Shield

Classes:

Soldier, Creature, Melee, Claws

 75  30  3  30



Abilities:

Monsterous Jump (Target): Praetorian can leap a staggering 250 meters to a target location. When landing they deal Knockback damage to all adjacent units.

GOHMA TITAN

Iemanis, God of the Gohma

History

Creator and deity of the Gohma, revived from death after countless ages through the will of Sulkaris using the remains of Vitreous and six of the Sage Medallions. This massive arthropod attacks with claws, electric bolts, and a giant beam of fire from its primary eye. Iemanis can also spawn new swarms of Gohma directly from its body, replenishing the ranks of its army.

Statistics:

Health: 1000
Armor: Hack 8, Pierce 8, Crush 8, Magic 25
Attack: Pierce 75, Crush 75
Size: Huge
Bonus: Knockback

Classes:

Titan, Melee, Claws

 5:00

Element:



Abilities:



Spawn Protogohma (Summon): Iemanis Spawns a giant Protogohma. Iemanis loses 25% of its HP during the process.



Eyes of Vitreous (Active): A mass of electric jolts spawn from six of Iemanis' eyes. All enemy units within Iemanis's aura take minor Light damage and are stunned for the duration of the ability.



Eye of Iemanis (Target): Iemanis fires a giant beam from its main eye, dealing massive Fire damage to a single target.

Titan Type: Assault Spawner

Iemanis is a huge and lumbering Titan, one of the largest in the game. While he packs tremendous power, he is quite slow and a huge target for siege weapons to hammer. Iemanis should be supported by a decent sized army, an army that will likely be ignored by panicking players trying to focus fire on the titan. Iemanis can spawn giant Protogohmas at will, a handy ability to add additional muscle to your forces. The ability drains the health of the Titan though, so be sure not to accidentally deplete his entire health pool right before entering a fight. The Protogohmas themselves spawn Protolarva as they take damage in battle, so a handful of these creatures can quickly raise a giant army in the midst of a skirmish and overwhelm enemies. For a Gohma player that is overwhelmed instead, the Eyes of Vitreous ability can quickly stun and drain the HP of any enemy unit within Iemanis' radius. While a form of crowd control, its range is not particularly large considering the size of this Titan, and is more useful as an emergency ability. Eye of Iemanis is a bit more useful; a single blast can smoke a target building in no time.



Hive Core



History

The apparent center of a Gohma Hive, the Hive Core creates and pumps the mysterious blue Shroud of the arachnids to the surrounding landscape, coating it in webbing and growth that can spawn new buildings. The Hive Core is needed to construct all Gohma buildings, and also serves as a resource drop off point.

Statistics:

Health: 3000
Attack: Magic (Forest) 5
Arrow Count: 3
Garrison Limit: 20
Requires: Town Phase

Classes:

Civilian, Civic Center

 500  500  +20  8:30

Researches:



Superior Projection: Enhanced growth to Hive Cores and Hive Nodes allows them to spread the will of the Gohma further than ever before. Range of Hive Core and Hive Node build radius is increased by 25%

Research Cost:  200  300  40



Giant Dens: Only available to Agitha. Gohma structures have limited capacity to spawn and house Sterile Larva, which will defend their host building when attacked. Allows each Gohma Building to upgrade itself to be defended by a host of Sterile Larva.

Research Cost:  300  300  40

Hive Node



History

The Hive Node seems to be a smaller variation of the Hive Core: creating and pumping blue fog in its vicinity. A Hive node allows the Gohma to build their structures within its radius.

Statistics:

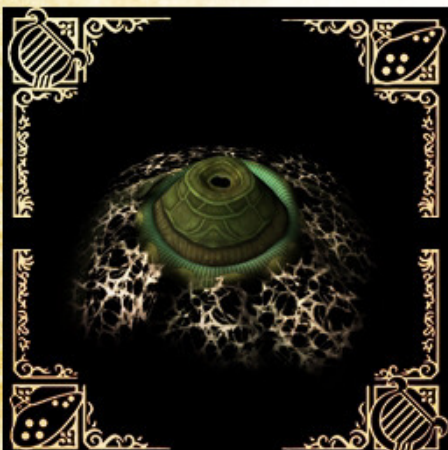
Health: 800

Classes:

Civilian

 120  30

Hive Cell



History

Despite their relentless and seemingly tireless advance, even Gohma must rest and sleep eventually. Hive cells are dedicated spaces for various Gohma units to rest and consume food. They are needed to support any significant population numbers.

Statistics:

Health: 900

Classes:

Civilian, House

 100  +5  30

Vacuole



History

The Vacuole serves as a giant pit which the Gohma neatly store their collected resources for future use. It is able to change the temperature within, preserving meats and preventing food from spoiling.

Statistics:

Health: 800

Classes:



Civilian, Drop-Off Point

 100  45

Researches:



Carrying Pods: Gohma Harvesters were capable of growing larger pods in order to carry larger loads of resources. +5 Resource Capacity for Harvesters.

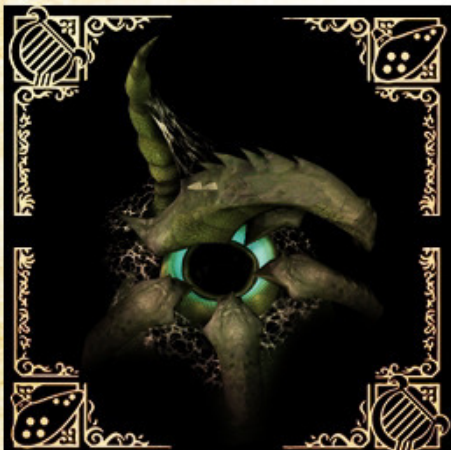
Research Cost:  350  350  40



Extra Limbs: Gohma Harvesters could be tampered with in order to grow extra limbs. With an additional pair of claws they could more quickly gather resources. +50% Harvester Gather Rate for all Resources.

Research Cost:  500  100  40

Extractor



History

The Extractor's purpose is to strip the flesh off of the Gohma's victims so that it may be stored for future consumption. This creepy and monstrous structure will slowly harvest all gatherable resources within its radius simultaneously, as well as improve the Gohma's ability to gather, hunt, and grow food.

Statistics:

Health: 900

Requires: Town Phase

Classes:

Civilian

 75  75  45

Researches:



Corpse Extraction: The Gohma were masters at efficiently stripping the meat from the corpses of their victims. +50% Food Gather Rate from Wild Animals and Corpses.

Research Cost:  100  40



Webbing Nets: Gohma Harvesters could create makeshift nets with bits of webbing to aid them in catching flies to consume. +50% Food Gather Rate from Fly Traps.

Research Cost:  550  40



Fly Trap

History

The Gohma have developed a somewhat livestock relationship with the giant flies of the Misery Mire, much like Hylians and Cows. When game is scarce the Gohma create and grow swarms of the Mire Flies as a supplementary source of food.

Statistics:

Health: 250

Classes:

Civilian, Farm

 100  30



Recycler

History

The Recycler's powerful claws and stomach can destroy and digest various materials, converting them into other resources that the Gohma may then use. The process is not perfect, and some of the value of the original resource is lost in the conversion. Regardless, this structure can save a Hive from doom if there is an abundance of one resource but dry spell of another.

Statistics:

Health: 1500

Classes:

Civilian, Market

 300  2:50



Nursery

History

Arrayed across the Misery Mire, these giant nests are opened to the sun, a process that seems to increase both the speed of maturation and the strength of Gohma eggs. A Nursery can garrison a Gohma Queen, allowing her to lay eggs in batches as opposed to one at a time.

Statistics:

Health: 1000

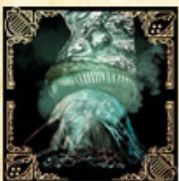
Requires: Town Phase

Classes:

Civilian

 400  200  100  60

Researches:



Forced Laying: Induces Gohma Queens within the Solarium Nursery into excessive egg laying. -10% Batch Build Speed for Nursery.

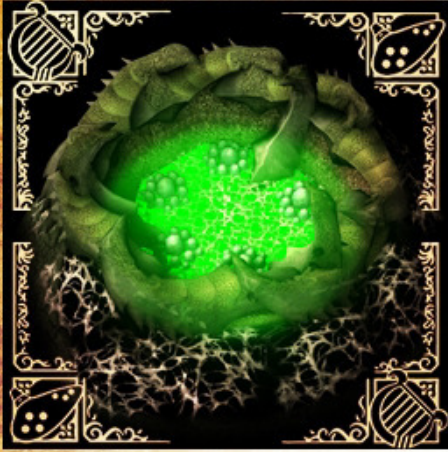
Research Cost:  400  400  40



Solarium Growth The Gohma created many techniques for improving the health and speed of growth for their unborn larva. The Solarium Nursery harnessed the power of the sun to strengthen the batches of eggs within. Gohma Eggs layed by the Nursery now have 50% more HP, +1 of all non-magic armor, and slowly regenerate HP.

Research Cost:  500  500  40

Drone Pool



History

Glowing green fluid floods the pit of the Drone Pool, saturating the eggs within and transforming them into various Hive Caste forms. The Drone Pool allows the various Hive Caste forms to be upgraded and augmented with new features and abilities.

Statistics:

Health: 1000
Requires: Town Phase

300 60

Classes:

Military

Researches:



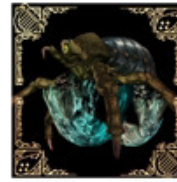
Venom Sacks: Hive Larva now inflict minor Poison with their attacks.

Research Cost: 250 150 40



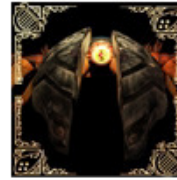
Webweaver Fling: The abdomens of Hive Keepers could launch smaller creatures through the air with enough force. Hive Keepers can now fling their Webweaver followers from a distance at enemy units.

Research Cost: 100 100 100 40



Sac Growth: Gohma Caretakers could be trained and mutated with the capacity to carry larger loads of eggs, as well as methods of healing them. Caretakers can now carry two eggs at a time and regenerate their HP.

Research Cost: 100 100 100 40



Blocker Formation: Gohma Janitors could be provided simple instructions to take part in larger scale Gohma attacks, taking full advantage of their large mandibles. Janitors can now gather into formations and provide +1 non-magic armor to any unit smaller than themselves.

Research Cost: 100 100 100 40

Nesting Chambers



History

The Nesting Chambers allows for the growth and improvement of Soldier Caste forms. Various upgrades for the Gohma's main battle line can be found within these twisted halls.

Statistics:

Health: 1000
Requires: Town Phase

300 60

Classes:

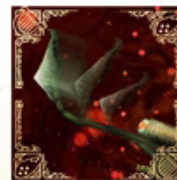
Military

Researches:



Twin Incentive: With minor tuning, Gohma Eggs could be created to spawn pairs of certain larva within just one membrane. Soldier Larva are now created in pairs.

Research Cost: 300 300 150 40



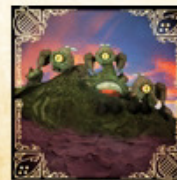
Elongated Tongues: The prehensile tongue of the Spinalgohma can be grown to great lengths. Such specimens can attack from a staggering distance beyond any average spearman. Spinalgohma's attack range is doubled.

Research Cost: 300 350 40



Pincer Strategem: Pincergohma were quite adept at working in pairs. With proper alterations they could attack together in quick pincer movements against single targets. Pincergohma attack rate is doubled when in formation with other Soldier Caste Gohma units.

Research Cost: 300 350 40



Defense in Death: The protection of a Shieldgohma's claw did not require the creature to be alive. Gohma would use the corpses of these defenders to continue protecting themselves even after they fell in battle. Shield Gohma corpses now continue to provide +1 Pierce and Hack resistance to adjacent units until they decay.

Research Cost: 300 350 40

Large Birthing Chamber




History

These massive and oversized chambers allow for the growth of Giant Caste Gohma forms. Various improvements for these forms can be researched within this huge nest.

Statistics:

Health: 1000
Requires: Town Phase

 300  45





Classes:

Military

Researches:



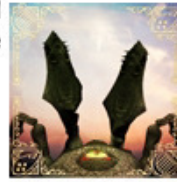
Acid Jelly: Giant Gohma Larva could be infused and fed corrosive Acid Jelly in the early stages of incubation. The results were a creature quite capable of exploding under the right conditions. Giant Larva now explode on death, dealing minor damage to every adjacent enemy.

Research Cost:  100  100  100  40



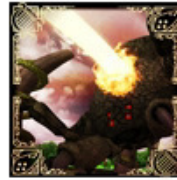
Hydraulic Joint: Gohma Long Legs were quite quick despite their size. With proper alterations, their legs could be warped to function more like a true spider's legs, giving them quite a frightening boost to their leaps. +10% Movement Speed for Gohma Long Legs.

Research Cost:  300  350  40






Double Jointed Claws: Tank Gohma can now bend their claws in more ways, giving them greater reach and articulation. +150% Splash Damage radius for Tank Gohma.

Research Cost:  300  350  40



Continuous Beam: Armogohma could be bred to leak their combustible fluid profusely. This allowed them to fire a constant stream of flames at their target rather than single projectiles.

Research Cost:  300  350  40

Royal Infirmary




History

A resting place for the Gohma royals, these chambers allow for future generations of Royal Caste forms to be created and upgraded.

Statistics:

Health: 1000
Requires: Town Phase

 300  45

Classes:

Military

Researches:







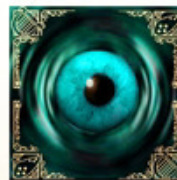
Royal Jelly: In limited fashion the Gohma could repurpose the fluids used in larva growth to help heal damaged flesh. Royal Larva could naturally create and carry this fluid to regenerate themselves should they be harmed in a fight.

Research Cost:  500  500  40







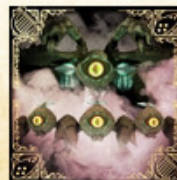
Mite Cluster: Gohma Mites had extremely weak wills and were utterly dependent on the Hive in order to function. Some Amplifiers could maintain their Mite Cluster's functions for a time after their own death. Hive Amplifiers now spawn a Mite Cluster on death.

Research Cost:  100  100  100  40







Empathic Healing: While Gohma Queens tended to stick to laying eggs, the Princess was bred to coordinate and command. Some had wills powerful enough to form their own psudeo personalities, and their connection with those under their command was great enough to allow them to heal from a distance.

Research Cost:  100  100  100  40



Queen's Guard: A Gohma Queen was quite a monster to fight, but they were far from invulnerable. Particularly numerous hives would assure she was guarded at all times. Gohma Queens are now followed by a host of Soldier Larva, boosting all of her stats.

Research Cost:  100  100  100  40

Augmenter



History

The Augmenter twists and changes the forms and attributes of both current and future generations of Gohma. Through battle, experience, and learned knowledge, the Augmenter can adapt the Gohma's forces to match and counter changing enemy threats.

Statistics:

Health: 1000
Requires: Town Phase



300



45

Classes:

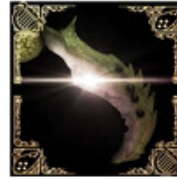
Military

Researches:






Metal Infused Exoskeletons: The Gohma could augment their exoskeletons with various metal forms. Such alteration helped make the arachnids all the more durable. +1 Armor vs Hack and Pierce for all non-Larva, non-Harvester Gohma units.

Research Cost:  500  40



Blade Adaption: The Gohma came across many enemies which used a large variety of weapons and tactics to fight the arachnids off. The Gohma themselves could study and adapt their bladed claws and teeth to match and counter their victims. +20% Melee Attack for all Melee units.

Research Cost:  350  350  40



Rupee Infused Exoskeletons: While traditionally too brittle and soft to serve as any kind of armor, the Gohma developed a method that fusing Rupees with their exoskeleton that resulted in a very durable coat of protection. +1 Armor vs Hack and Pierce for all non-Larva, non-Harvester Gohma units

Research Cost:  900  40



Synchronous Legs: Being creatures with many legs, the Gohma were quite natural at preventing themselves from stumbling over their cumbersome forms. When needed they could create minute changes in the way their legs worked, allowing them to move faster. +10% Movement Speed for all Gohma units.

Research Cost:  300  350  40



Virid Crystals: Using what power from the Forest Medallion that she could still gleam, Sulkaris was able to force selected Gohma to grow into twisted crystalline forms. These monstrous Gohma could wreck havoc with their glowing emerald claws. All Soldier Caste Gohma grow Emerald Crystals on their carapace, giving them a +1 of all armor types, as well as dealing passive damage to any enemy that engages them in melee.

Research Cost:  750  40 



Arachnid Armor Plating: Perhaps a remnant from the primordial age, the Matriarch could induce the growth of protective metal plating on Gohma large enough to carry such heavy armor. Tank Gohma and Armogohmas grow an extra layer of armor, giving them +4 non-magic armor. They also now spawn Royal Larva on death.

Research Cost:  750  40 

Hive Barrier



History

The perimeter of established Gohma hives would often be reinforced with these claw like protrusions. In addition to serving as a sort of wall, they would reach out to stab any threat that came close enough to the barrier.

Statistics:

Health: 300
Attack: Pierce 7



15 - 25



15

Classes:

Defense

Defense Node

History

The Defense Node is a small but important Gohma structure that can morph into various turrets used to defend the Hive. Before upgrading into a proper turret it serves little purpose.





Statistics:

Health: 500
Requires: Town Phase

Classes:

Defense

 100  60

Researches:



Subterranean Pits: Only available to Mido. Defense Nodes, Mite Mounds, and Acid Batches become stealthed.

Research Cost:  300  300  40

UPGRADES TO...

Mite Mound

History

The Mite Mound spawns and houses a huge swarm of Gohma Mites. When enemy forces come within the radius of the Mite Mound, its swarms will relentlessly tear apart anything they can get their tiny mouths onto.

Statistics:

Health: 500
Requires: Town Phase

Classes:

Defense

 150  60

UPGRADES TO...

Acid Batch

History

A Gohma form in a tower like structure, these turrets are able to boil and hurl large globs of burning acid from quite a distance. They are slow to fire, but deal very painful damage to anyone unfortunate enough to be in the blast radius.

Statistics:

Health: 500
Attack: Fire 12
Arrow Count: 1
Requires: City Phase

Classes:

Defense

 250  60

Researches:



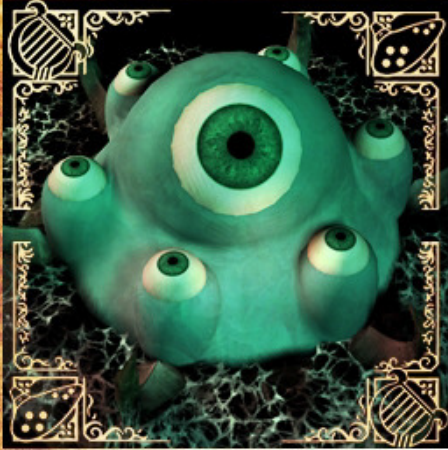
Toxic Bath: The Acid Batch hurled very powerful corrosive acid at its victims, though the fluid could be fused with poisons to add a bit of extra venom to the already deadly attack. Acid Batch now inflicts minor Poison.

Research Cost:  450  150  40

Eyes of Vitreous

History

One of the seven eyes of lemanis that morphed and grew into a new form after its body was destroyed in ages past. Vitreous lurked without purpose beneath the Misery Mire for countless ages, until the Gohma found and reintegrated it into their Hive. The eyes of Vitreous relentlessly observe everything around them, torching invaders with powerful electric shocks when they meet its gaze. With the eyes and the power of Sulkaris the Gohma can reconstruct the form of lemanis.



Statistics:

Health: 4000
Attack: Magic (Light) 7
Arrow Count: 7
Requires: City Phase

Classes:

Wonder

Trains:

 1000  1000  1000  1000  15:00



lemanis

Wonder Bonus:

The Eyes of Vitreous generates territory and can attack enemy units, behaving much like a Castle.

