

THE DEKU TRIBES

The Deku Tribes were a loose collection of minor territories deep within the eastern reaches of the Kokiri Forest. Known for their irrational bursts of anger and their perpetual short-man's complex, large gatherings of these normally comical forest dwellers could result in terrifying destruction and chaos when unleashed on Hyrule.



- DEKU TRIBE TRUISMS -

FACTION TYPE : GUERILLA

Deku Scrubs were tiny and very weak. When confronting other armies they often had to use their natural tendency to blend into their environment to catch superior foes off guard.

FACTION MILITARY FOCUS: CREATURES/CAVALRY

Many of the Deku Tribe units were non-sentient animalistic creatures that did not fall into tradition categories. Those that they could domesticate often served as cavalry.

RACIAL BONUSES/PENALTIES:

- Combat Performance in Forests +1
- All Generals have Tax Collection +1 and Sabotage +1
- Population Growth increased by 100% in all cities
- Combat Performance in Snow -1
- All Generals have Defence -1 and Troop Morale -1
- Unrest slowly accumulates in all settlements, creating Mad Scrubs.

CULTURE: NATURALISTIC

The floral nature of the Deku Scrubs made them much more suited to coexisting with their environment rather than dominating it.

RELIGION: LESSER DEITY WORSHIP

Deku Scrubs were often too preoccupied with their selfish grudges and private wars to devote much time for worship. Still some cults of Odolwa managed to nearly dominate their society multiple times throughout history.

STARTING TERRITORY:



Deku Scrubs

The tiny plant-like Deku Scrubs were very common throughout many of Hyrule's forested regions. Standing between a foot to two feet tall, Deku Scrubs displayed a large variety of unique shapes and forms. Some Deku scrubs lacked arms, while others had such appendages. Some displayed flowers while others grew large leaves from their bulbous heads. Despite differences, all Deku Scrubs had many things in common. Two glowing yellow-orange eyes and a large snout like mouth dominated their faces. Because of the structure of their mouth, Deku Scrubs could not speak many of the semantic languages of other races. Their own language, composed of musical chirps and whistles, was in turn difficult for others to understand.

- MAD SCRUB DISEASE -

Also known as the Orange Blight and the Curse of Odolwa, Mad Scrub was an infectious disease that constantly spread throughout the entire Scrub population. There was no known cure for the disease, and its cause was never quite pinpointed. Symptoms of the disease began with a Scrub's anger growing and their general behavior becoming erratic. Their leaves would begin to fade to a pale red, finally turning stark orange and brown. At the end of the sickness' progression, a Scrub would abandon all reason, cease speaking, and violently attack anything that moves. Curiously, Mad Scrubs would not attack other Mad Scrubs, leading some to suspect there may be something more sinister at play.



For more information on the Mad Scrubs, seek their entry in the Rebel Factions section of this guide.

- MAD SCRUB OUTBREAKS -

There was no cure for Mad Scrub once a Scrub could no longer speak. Usually such a Scrub was immediately executed to halt the disease. Occasionally dozens, if not hundreds of Scrubs would fall victim to the sickness at the same time. Chaos would ensue, and a full scale Mad Scrub rebellion would erupt in the host settlement. The only way to deal with such an outbreak was to exterminate every infected Scrub with military force and retake control of the settlement.

- PREVENTING MAD SCRUB OUTBREAKS -

Although there was no cure, the Scrubs seemed to develop several ways that halted or slowed down the progression of the disease. The most effective method was to bathe in the eerie green waters of the Deep Woods. Many Scrubs believed this outright stopped the sickness if it had not progressed too far. Keeping Scrubs out of extreme emotional states similar to those that resulted from the sickness also seemed to halt the disease, in particular anger.



EKU SCRUB MILITARY ROSTER

Deku Scrubs were very hostile and always ready to fight, often to their own detriment. Despite their clumsiness and overemotional nature, the various Tribes managed to form quite substantial armies when they happened to unite against common enemies.



History

One of the lowest classes of Scrubs, Underlings were armless individuals used by their superiors as thugs and bullies. Underlings often had no education and were rather dimwitted and ruled entirely by uncontrolled emotions. This made them easy victims for Mad Scrub blights, and often they were the first to succumb to outbreaks. During invasions the Deku Tribes would often rile up the anger of huge swarms of Underlings before suicidally sending them to their doom.

Role: Light Frontline Infantry

Underlings did not perform well in most combat situations. They did not follow orders well, and when their Deku Nut projectiles failed to stop enemies they were more likely to hop around covering in fear than actually participate in a melee. The Scrubs in command considered them disposable cannon fodder.

Attributes

- Numerous (Unit has a larger troop count)
- Easily Trained (Unit is trained faster)
- Skirmisher (Infantry can make one ranged attack before charging)
- Camouflage (Unit can hide in trees and shrubbery)



Scrub Guardling



History

Sitting just above Underlings on the social ladder, Guardlings were Scrubs with arms that served basic military roles for their various Tribes. Often they were given simple patrol routes and told to not let anyone into the areas they guarded. During war the Tribes would assemble them into columns on the front lines, hoping their pointy stick spears could halt the charge of their larger enemies.

Role: Light Frontline Spearmen

The main weapon of a Guardling was a durable Deku Spear, a weapon they used to stop larger soldiers from charging and running over the little guys. Like most Scrubs, Guardlings could also eject Deku Nuts from their mouths to stun and disrupt enemies from a short distance.

Attributes

- Long Reach (Bonus Damage against all Cavalry, immune to charges)
- Police (Unit can maintain public order in stationed city)
- Skirmisher (Spearmen can make one ranged attack before charging)
- Camouflage (Unit can hide in trees and shrubbery)



Scrub Bubbling



History

Some individual Deku Scrubs had the ability to create a soapy and durable bubble within their mouth. When popped, the bubble would unleash a powerful burst that knocked everything around the area right to the ground. Such Scrubs were valued for their ability to knock down groups of enemies, and the Tribes were always quick to add their rare talent to their armies.

Role: Light Harassment Archers

Bubbblings were not very bright and could really only do one thing well: blow explosive bubbles at incoming enemies. A burst from such a bubble could send half a dozen soldiers tumbling to the ground, hundreds of such bubbles could trip an entire army.

Attributes

- Wide Arc (Can attack multiple enemies at once)
- Stagger (Enemy unit must recover when hit by ranged attack)
- Numerous (Unit has a larger troop count)
- Camouflage (Unit can hide in trees and shrubbery)





Scrub Nutling

History

This breed of Deku Scrub grew a protective nut shell on top of their heads rather than leaves or flowers. Such a covering made Nutlings very durable to conventional weapons, a trait the Deku Tribes used to protect narrow passages and bottlenecks. Nutlings were also small enough to hide under their head growth, making them invisible to casual observers.

Role: Light Defense Infantry

Nutlings could not really provide much in terms of bringing the fight to the enemy. Rather, they were good at hiding in a defensible location and then popping up to halt an enemy advance. They could continuously annoy enemies who bashed their heads to no avail.

Attributes

- Deku Nut Shell (Resistant to arrow fire)
- Numerous (Unit has a larger troop count)
- Skirmisher (Spearmen can make one ranged attack before charging)
- Stealth (Can Hide Anywhere)



Deku Orhat

History

The Beetle-like Orhats were one of the few creatures the Scrubs managed to domesticate, although even that is a bit of a stretch considering the hard time they had riding them. In battle the Orhats could skitter by enemies with frightening speed, while the mounted Scrub pelted them with Deku Nuts.

Role: Light Harassment Cavalry

Despite the rather firm exoskeleton of the Orhat, these light cavalry were not particularly durable in a melee. Rather they better served the Tribes in mobile hit and run strafes, luring enemies out of formation or into potential traps.

Attributes

- Fire on the Move (Unit can attack while moving)
- Beast (Damages morale of all non-beast units)
- Swift (Unit can move faster than other units of its type and size)
- Camouflage (Unit can hide in trees and shrubbery)



Baba Orhat

History

Deku Babas are one of the most ferocious creatures to be found in Hyrule, however their inability to move beyond their patch is a significant drawback. The Deku Scrubs solved this problem by placing them on the backs of Orhats, who seem to be immune to the anger of Deku Babas. Such a combination resulted in a very fast and very angry trooper.

Role: Light Frontline Cavalry

The fast speed of the Orhat combined with the razor teeth and fearless tenacity of the Deku Baba made them a frightening pair of creatures to face in battle. Unless one had a polearm with decent reach to hold these monsters at bay, there was almost nothing that could stop the Baba from gripping an arm and ripping it out of its socket.

Attributes

- Easily Trained (Unit is trained faster)
- Beast (Damages morale of all non-beast units)
- Swift (Unit can move faster than other units of its type and size)
- Camouflage (Unit can hide in trees and shrubbery)





Pikit

History

Pikits were one of several creatures that the Deku Scrubs commonly captured and used in their armies. While not intelligent by any stretch of the imagination, Pikits seemed to be able to understand the musical Scrub language and take basic orders from them. The Pikits main attack was a long and flexible vine-like tongue that was coated with small but extremely sharp tips that could cut through armor.

Role: Light Defense Creature

The long reach of the Pikit's tongue made them surprisingly decent anti-cavalry units, but its flexibility came with none of the drawbacks of traditional spearmen. Pikits were rather slow in their pace however, and Deku Scrubs liked to use Pikits to defend lairs and other important areas rather than charge into enemies.

Attributes

- Long Reach (Bonus Damage against all Cavalry, immune to charges)
- Beast (Damages morale of all non-beast units)
- Armor Piercing (Attack ignores Heavy Armor)
- Camouflage (Unit can hide in trees and shrubbery)



Snap Dragon

History

A fast and insanely violent plant-like monster, Snap Dragons were extremely dangerous even to their own Scrub captors. These creatures hopped around with their viney appendages and rapidly gobbled up whatever they could get their two tentacled arms unto.

Role: Light Frontline Creature

Most of the time Snap Dragons seemed little more than mindless monsters. They did not obey orders well, were a risk to their own fellow soldiers, and were indiscriminate and chaotic in picking their targets. Despite this, a pack of these creatures could tear apart just about any enemy they managed to run into.

Attributes

- Swift (Unit can move faster than other units of its type and size)
- Beast (Damages morale of all non-beast units)
- Impetuous (Strong morale, may charge enemies without orders)
- Camouflage (Unit can hide in trees and shrubbery)



Manhandla

History

A frightening horror found in the darkest depths of the Kokiri Forest, the Manhandla is a giant whirling engine of destruction when let loose unto the battlefield. The Manhandla is actually a symbiotic collection of multiple plants; a large flower-like creature provides locomotion while up to four smaller Baba-like serpents tear apart victims to feed to themselves and their ride.

Role: Heavy Assault Cavalry

Manhandlas had no trouble spinning into and crushing smaller enemies under its large mass. Those that managed to stand and oppose it would often come face to face with one of its four riders... and usually be their next meal. Fire was the natural solution to exterminating these giant beasts, or a very dense formation of long polearms.

Attributes

- Wide Arc (Can attack multiple enemies at once)
- Beast (Damages morale of all non-beast units)
- Trample (Unit has chance to instantly kill enemy in charge attack)
- Camouflage (Unit can hide in trees and shrubbery)





Peahat Brood

History

A very common creature often found in Hyrule's plains, Peahats are very protective monsters that will attack just about anything that comes into their territory. The beasts seem to be able to hover in the air by rapidly spinning in place, aided by numerous yellow bulbs filled with some kind of gas. Giant blades spin from just above the roots of their bodies, of which they use to decapitate and slice apart intruders.

Role: Heavy Assault Creature

Peahats were fast, deadly, and they could fly. The Deku Tribes somehow managed to weaponize these seemingly mindless beings and send them soaring right into enemy formations like a giant weed whacker.

Attributes

- Flight (Dodges most melee attacks, extremely vulnerable to ranged attacks)
- Power Charge (Unit is not halted by enemies during charges)
- Beast (Damages morale of all non-beast units)
- Camouflage (Unit can hide in trees and shrubbery)



Dekupult

History

While they are rather small like the Deku Scrubs themselves, these catapults were no less deadly than those used by the other races of Hyrule. Loaded with exceptionally large Deku Nuts, the ammo of these siege engines could explode in a giant flash of light. Such bursts could punch a hole into an enemy gate, or holes into multiple enemy soldiers in the area.

Role: Assault Siege Weapon

Dekupults were used specifically to break into an enemy's walled city during a Scrub invasion. They were the Scrubs' only reliable siege weapon and were usually deployed in very large numbers when a wall needed to be breached.

Attributes

- Heavy Siege (Siege Weapon is more accurate and deals more damage to buildings, but much less accurate against moving targets)
- Stagger (Enemy unit must recover when hit by ranged attack)
- Numerous (Unit has a larger troop count)
- Camouflage (Unit can hide in trees and shrubbery)



Giant Orhat

History

When allowed to grow well into adulthood, the Orhat beetles would reach a towering size and develop a thick and hardy exoskeleton. While such an adult was impossible to domesticate in the wild, Deku Scrubs who raised them since youth had no trouble riding and directing the giant insects in battle. Often they would mount catapults on their backs, making them rather scary mobile siege engines.

Role: Siege Engine/ Heavy Assault Cavalry

A Giant Orhat was quite a powerful weapon to send trampling over enemies. In addition they often had catapults manned by Scrubs on their backs, allowing them to take out gates and towers. The Beetle's movement often made the catapult much less accurate than its wheeled counterpart, however.

Attributes

- Beast (Damages morale of all non-beast units)
- Heavy Armor (Resistant to all but Armor Piercing Attacks)
- Trample (Unit has chance to instantly kill enemy in charge attack)
- Camouflage (Unit can hide in trees and shrubbery)





EKU SCRUB AGENT ROSTER

The Deku Scrubs were a crafty people, coming up with all sorts of gonzo solutions to problems that could not be solved with force of arms and Deku Nuts. Quite a few different agents were known to be under their thumb.



Hornling

History

The musical chirps and sounds of the Scrub's language served them well on the battlefield. Hornlings brought a large Deku Horn with them to loudly and clearly give commands to the soldiers under their commands. Although the horns sounded confusing and obnoxious to outsiders, its bass utterance carried with it the unfolding plans of a Scrub army.

Role: Officer

Hornlings were the Deku Tribes' Officer unit: trained and attached to each and every single group of units deployed unto the battlefield.



Conductor

History

A Scrub Conductor was a specially trained commander that could project orders across an entire field with his two giant horns. They were well versed and able to pick out the sounds and melodies they needed to get a feel for how the battle was going on the front lines.

Role: Commander

Conductors were automatically assigned to command Deku Tribe armies that had no Royal Conductor in charge.

Attributes

- Can command armies in absence of a General.



Royal Conductor

History

Carrying a large set of five Deku Horns on their backs, Royal Conductors were the head hachos of the various Tribes and commanded the Scrub armies. Often Princes or Dukes, a Royal Conductor could not be disobeyed by anyone lesser than them in rank, lest they be cast out or even executed.

Role: Commander

A Royal Conductor could command an entire Deku Tribe army. Multiple Royal Conductors could perform in a battle together, though only the most experienced was given the leadership role.

Attributes

- Commands entire armies.
- Can Rally fleeing soldiers.



History

Often the most brilliant and cultured Scrubs of the lot, Delegates served as mediators between the various Tribes and the foreign powers of Hyrule. Most of their time went to solving petty disputes among their own kind, though a motivated Delegate could probably get even a Moblin to calm down and heed their words.

Role: Diplomat

Delegates could negotiate and sign all manner of treaties on behalf of the Deku Tribes.

Traits

Culturally Educated

Well versed in the vast differences and intricacies of foreign cultures.

- Influence +1

Cowardly

This diplomat has taken to keeping a guard with themselves, even during 'private' audiences.

-2 Influence, +1 to personal security

 250  2
 80

Witch Doctor

History

Hailing from a cult of worship for the lost deity Odolwa, Witch Doctors have slowly wormed their way into positions of power across the Deku Tribes. Promising a cure for the Mad Scrub disease, these little freaky priests have done their best to revive their ancient religion.

Role: Priest

The Witch Doctor can spread the religious influence of the Deku Tribes on any settlement they station themselves near, causing unrest and rebellion.

Traits

Tempter

Uses promises of power and favors to achieve their goal, rather than genuine faith.

- Violence +1

Unholy

This individual is clearly unholy in nature, both due to their appearance and what they preach.

- Violence +1, Unorthodoxy +1, -100% Eligibility for Sagehood

 250  2
 80



History

The most commonly encountered Scrub outside of the Forests, Business Scrubs are entirely motivated by profit by any means. They'll strike a deal with anyone, so long as Rupees or capital are part of the bargain. They tend to be very friendly and agreeable, and are favored merchants in many places of Hyrule.

Role: Merchant

The Business Scrub can set up shops on resources across the Land of Hyrule, sending their income back to the nearest settlement.

Traits

Mobile Warehouse

This merchant is quick on his feet and carries his supplies well across even the most rugged of terrain.

- Movement Points +1

Friendly

Approaches everyone in a very friendly and welcoming manner.

- Influence +2, Personal Security -2

 250  2
 80



Business Scrub



EKU SCRUB HEROES

The Scrubs yielded many colorful and eccentric personalities across their history. Like most Scrubs, many of them had erratic emotions and could seem rather irrational to outsiders. Those that got to know them realized that there were more to the Scrubs... sometimes for the worst.

Princess Kad-a-kana

The only daughter of King Kud-loh-kan, Kad-a-kana may not have been the one sitting on the throne but she was certainly the one calling the shots. Her father could not help but give in to her demands, and many of the Scrubs wondered just who exactly was in charge. Things would change once the King was diagnosed with Mad Scrub.

Princess Kad-a-kana was noted for her long bouts of sadness, punctuated by violent bursts of anger. When her father became a victim of the terminal Mad Scrub, her motivations and intentions turned to darker places elsewhere.

Character Traits:

Hard Justice

States that justice is about crime, and crime is about punishment. Thus, justice is about punishment.
+1 to unrest, +2 to law

Totally Closed

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

Feels Unappreciated

Is somewhat disgruntled about their lot in life of late.
-1 Loyalty

Has no Fear

Somewhere there is a line between bravery and foolishness... This individual has crossed that line plenty of times.
+2 Authority, +2 Morale for all troops on the battlefield

Instinctive Survivor

Although clearly fortunate to be alive, this individual is now genuinely adept at avoiding attempts on their life.
+2 Chivalry, +1 to line of sight, +4 to personal security

Very Loyal

This person prides themselves upon being unquestioningly loyal, looking down at those who cannot live so honourably.
· Chivalry +2, Loyalty +3

Fair Fighter

Has shown that they can abstain from lowly acts on the field of battle.
+1 Chivalry



King Kud-loh-kan

Perhaps one of the most powerful rulers of the Deku Scrubs, King Kud-loh-kan was the first of his race to unite every single tribe under one banner, albeit only temporarily. His success did not rise from the people's favor however; King Kud-loh-kan ruled like a tyrant and constantly threatened his people with executions.

Despite his angry demeanor, the King's motivations seem to be rooted in his love for his daughter. Though kept secret, he had been struck with a case of Mad Scrub and wished for her to replace him on the throne after his passing.

Character Traits:

Strict Ruler

This individual will not tolerate excuses - It is the people's duty to respect the authority of the rules laid out before them.

+1 Authority, +2 to unrest, +4 to law

Total Cheapskate

Cannot bear to part with a single Rupee that they could have somehow saved. 15% discount on construction costs, 15% bonus on tax income, +3 to squalor

Faltering Courage

Has shown more concern for their personal safety on the battlefield than a commander should.

-1 Morale for all troops on the battlefield

Foul Mouthed

Dresses their sentences in expletives, endearing them to the rabble, but not to royalty.

+1 Dread, -2 Piety, +1 Command, +2 Morale for all troops on the battlefield

Glorious Fool

Their quest for glory in battle makes them an inspiration to the people... that will likely die for their cause.

-3 Command, +6 Morale for all troops on the battlefield

Driven by Rage

So constantly maddened with rage is this individual that they are quite frightening to behold once they unleash their anger.

+2 Dread, +2 Command, -2 Morale for all troops on the battlefield

Scrub Sceptre

Displaying an exceptionally rare Deku Nut blooming from Royal Deku Lavender, such a staff was a prized possession for any would-be Scrub lord. It did not seem to provide much in the way of utility, but the lesser Scrubs could not help but respect the sceptre.



Kado

A brilliant engineer and the only friend of Princess Kad-a-kana, Kado was at the forefront of creating siege engines and other contraptions for Scrub kind. He had an endless fascination with watching things fall to the ground... usually as a result of one of his new catapult inventions.

Kado was rather small, even for a Deku Scrub, and was often considered a joke most of his life. After compensating with his clearly more excersized brain and ending up in the King's favor, his lot in life changed quite considerably. He currently serves as an advisor to the Princess, and has grown concerned with her interest in ancient Odolwan rituals.

Character Traits:

Loyal Beyond Question

Thoughts of betrayal do not enter this individual's mind, it is not something they are capable of.

+3 Chivalry, +4 Loyalty

Royal Ties

This individual's marriage into royalty has given extra reason to remain loyal to the people they now serve.

+3 Loyalty

Siege Master

This individual is known for their ability to take walls, and their troops act with confidence when assaulting at their order.

+3 Command when assaulting walls

Logistician

Completely organised when it comes to military logistics, enough so to maintain a huge fighting force without issue.

+3 Morale for all troops on the battlefield, +20% to Movement Points

Intelligent

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

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

Energetic

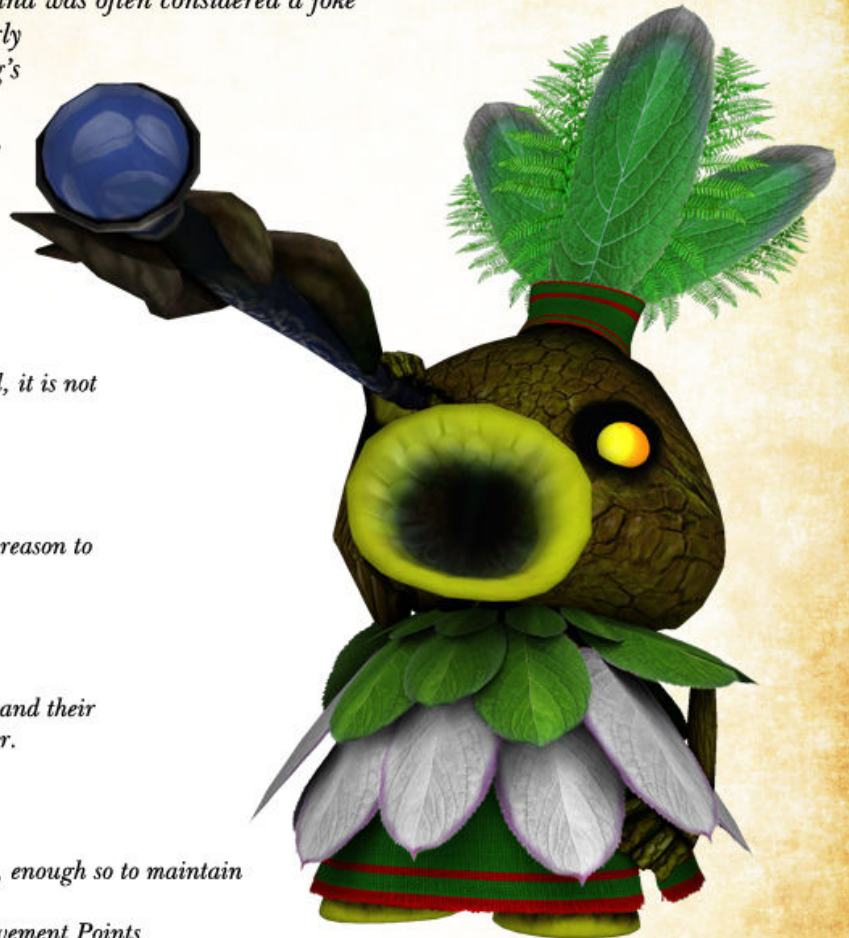
This individual is never at a loss for something to do, even when they may rest.

+15% to Movement Points

Noble in Battle

Never let it be said that this individual will resort to cheap tactics to win a battle, it is beneath them now.

+2 Chivalry



Super Scrubby Scope

Kado was always seen looking through this telescope, plotting out the trajectory of his artillery. No one knows if it actually works, or if the Scrub really just had that good of an eye.

The Voice of Odolwa

The current head of reviving the ancient worship of Odolwa, this nameless Scrub has long built shrines and temples dedicated to the lost deity. For most of his life the Scrub population at large has mostly ignored him and his warnings.

Recent times have proven his patience well placed. With the King stricken by Mad Scrub, his daughter has desperately turned to the leader of Odolwa's Cult for a cure.

Character Traits:

Total Deceiver

Creates a myriad of half-truths and plausible tales to mislead others, and is exceptional at doing so.

-3 Loyalty, +3 Authority

Strong Defender

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

+3 Command when defending

Superb Administrator

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

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

Inspirational Speaker

When this individual speaks, other people become better than themselves, ready to live or die for their cause.

+2 to law

Utterly Stoic

Their manner of utter self control gives them great strength as leader, but stifles their sense of compassion.

+2 Loyalty, 300% increase to cost to bribe

Religiously Minded

Shows consideration for matters of religion in both their professional and personal lives.

- Piety +2

Cruel and Cunning

It's not a mistake when this individual unleashes death most painful upon their foes, they've taken a liking to it.

+2 Dread

Odolwan Mask

A masked based on the paintings of Odolwa in Deku ruins. Followers of the lost deity wear these masks, often refusing to remove them. The masks serve as a reminder to the devoted that the Deku Scrubs failed to follow Odolwa into Termina, and in his grief cursed them for their betrayal. There are some that believe Odolwa will forgive the Scrubs if a large enough sacrifice is given in his honor.





EKU SCRUB BUILDING PROJECTS

The Deku Scrubs may have seemed nothing more than angry gerbils to the majority of Hyrule, but when gathered in communities they displayed surprising craftsmanship and masonry with their woodworks. The various Tribes raised very organized walled cities in the depths of Hyrule's forests.

Nut Lawn

History

The primary diet of the Scrubs seemed to be a certain variety of Deku Nuts that they could grow in just about any climate. Scrubs only needed to eat one a day, and a small plot of dirt set aside for their growth was enough to feed a small community.

Attributes

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

Nut Farm

History

As Deku Scrubs multiplied rapidly, their need for more food grew just as fast. Many lower class Scrubs would take up the job of growing and farming Deku Nuts for their local community.

Attributes

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

Nut Estate

History

With large volumes of Scrubs roving around the forests, Deku Nut farmers became rather profitable and were able to set up lavish estates to expand the growth of their crops.

Attributes

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

Nut Fields

History

The largest of Deku Scrub cities needed a constant source of food, and nut farmers were more than up to the task. Large hexagonal sections of the forest could be cleared to make room for these giant patches of Deku Nuts.

Attributes

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





Slums

History

Home to the lowest classes of Scrubs in Deku society, Slums were little more than gated off sections crammed with as many uneducated citizens as possible. While fine for a time, these living conditions tended to create a lot of conflict and breed a more thug-like population of Scrubs. Mad Scrub disease tended to break out in these districts.

Attributes

- Trains Scrub Underlings
- Increases Population Growth
- Generates Unrest and spreads Mad Scrub



Mustering Base

History

A bit of Royal support in cleaning up Slums allowed the Tribes to militarize and organize their lower classes into a better fighting force. Mustering Bases trained Scrubs for battle, and within a short time the mob of thugs could be turned into neat rank and file soldiers.

Attributes

- Trains Scrub Guardlings
- Trains Scrub Bubblings
- Trains Scrub Nutlings



Orhat Corral

History

The Orhats of the Deep Woods were one of the only creatures the Scrubs successfully domesticated. They often treated the creatures like adopted cousins, building comfortable walled off districts for them to live in.

Attributes

- Trains Deku Orhats
- Trains Baba Orhats



Menagerie

History

Within the confines of these districts the Deku Scrubs would capture and place all manner of monstrous forest creatures. While they were able to achieve some level of domestication, Deku Scrubs' control over these creatures was limited at best.

Attributes

- Trains Pikits
- Trains Snap Dragons
- Trains Manhandlas
- Trains Peahats
- Requires Forest to build



Loggery

History

The Scrubs were notable for their highly organized and boxy cities built from well crafted and painted logs. Scrubs had a knack for growing, cutting down, and using the forests around them rather efficiently to do just that.

Attributes

- Provides a construction cost bonus
- Trains Dekupults
- Allows training of Giant Orhats at Menagerie
- Requires Forest to build

Culture Hub



History

Although Scrubs were not afraid to interact with their foreign neighbors, it was often for the sake of making money or showing off their own prowess. When important guests would visit Deku Scrub cities they were always brought to these centers of culture and finery to be shown off to.

Attributes

- Trains Delegates

Deku Flower Bed



History

Flowers were a central part of Scrub culture, and they no less appreciated their beauty than many other civilizations. Most Scrub settlements tended to have at least one dedicated section set aside for flowers.

Attributes

- Provides a happiness bonus
- Provides population health bonus

Deku Garden



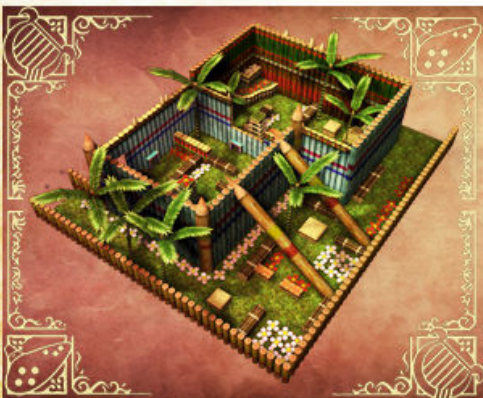
History

Larger Scrub settlements yielded more flowers, which yielded more gardens. Scrubs would often spend a great portion of their free time wandering through these gardens and gazing at the variety of flora.

Attributes

- Provides a happiness bonus
- Provides population health bonus

Deku Arboretum



History

The Deku Arboretum was a proud accomplishment to any community of Deku Scrubs. They felt that the growth of so many flowers was a blessing and a sign that their settlement would continue to prosper for years to come.

Attributes

- Provides a happiness bonus
- Provides population health bonus
- Reduces spread of Mad Scrub



Bar

History

Often the center of entertainment and social gatherings in small Scrub towns, a bar helped improve the happiness of all the workers who toiled day in and out.

Attributes

- Provides a happiness bonus



Milk Distributor

History

By offering the sale of Lon Lon Milk at the Town's Bar, the city's economy is greatly aided and happiness of its citizens soars.

Attributes

- Provides a happiness bonus
- Increases Settlement income



Seedling Patch

History

Deku Scrubs were not very attached to their young, many of the lowest classes never even bother raising the seeds that they lay. In more organized Deku settlements, the community will gather new seeds and grow them in a designated and safe haven.

Attributes

- Allows training of two units at once.



Seedling Cradle

History

Larger Deku populations often resulted in exponentially more seeds. A protective chamber was occasionally established to place seeds that were gathered. Within newborn Deku Scrubs were more likely to survive the elements.

Attributes

- Allows training of three units at once.



Seedling Greenhouse

History

A large chamber built to trap the heat of the sun, a Deku Scrub Greenhouse was a very ideal environment for new Scrubbing seeds to grow and sprout. The survival of new Scrubs was nearly guaranteed, and populations would skyrocket as a result.

Attributes

- Allows training of four units at once.



Deku Mart

History

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

Attributes

- Increases Trade with Settlement
- Provides a happiness bonus
- Trains Business Scrubs



Deku Plaza

History

Installing a Plaza at the settlement's Mart increased both the happiness of the Scrubs there as well as the settlement's income.

Attributes

- Increases Trade with Settlement
- Provides a happiness bonus
- Trains Business Scrubs



Deku Marketplace

History

A large collection of shops and stalls, commerce within the forest would boom when the Scrubs managed to set up a Marketplace. Countless Business Scrubs would buy and sell their wares, and trade with foreign powers brought all manner of trinkets and Rupees.

Attributes

- Increases Trade with Settlement
- Provides a happiness bonus
- Trains Business Scrubs



Royal Deku Banquet

History

By hosting a giant banquet of food at the Marketplace, Scrubs had a celebration and feast to work for. The Royal Deku Banquet dramatically increased happiness and the income of a city.

Attributes

- Increases Trade with Settlement
- Provides a happiness bonus
- Trains Business Scrubs
- Reduces spread of Mad Scrub



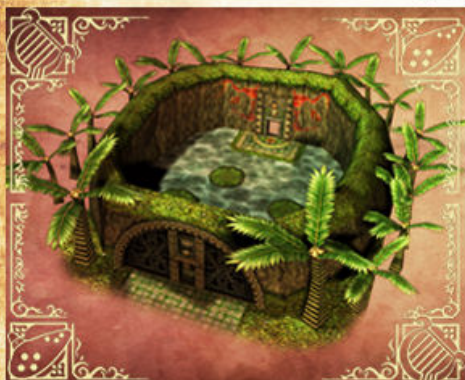
Aquifer

History

The spread of Mad Scrub was a constant problem for the Deku Tribes. Although it was not curable, bathing in the green waters of the deep forests seemed to slow down the spread of the disease. It was wise for the Scrubs to build such a place to help prevent an outbreak.

Attributes

- Provides population health bonus
- Heals injured soldiers garrisoned in settlement
- Reduces spread of Mad Scrub



Basin of Cleansing

History

With the large populations of Scrubs in larger settlements, the risk of Mad Scrub outbreaks was a great threat. Large pools of green water were built in almost every Deku City to halt the disease. Any Scrub settlement foolish enough to pass on building such a place would often devolve into rebellion and madness.

Attributes

- Provides population health bonus
- Heals injured soldiers garrisoned in settlement
- Allows City to expand to Large City
- Reduces spread of Mad Scrub



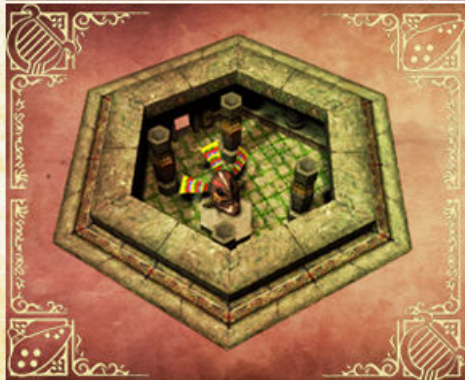
Nut Carvers

History

Deku Nuts were a great source of food for the Scrubs, though their hard shells often went to waste. It seems the Scrubs caught on, and they would purposely grow extraordinarily large Deku Nuts in order to create a firm defensive shell that could cover their entire bodies.

Attributes

- Provides soldiers with First Upgrade (All Deku units are armed with Hardnut Helmets. Those that already have shields are provided better shields)



Odolwa Effigy

History

One of the Scrubs' ancient deities, it was said that Odolwa once guided the Deku Scrubs and brought them power and knowledge. In their mythology, Odolwa attempted to take the Scrubs into Termina, but they rejected out of fear. Heartbroken, Odolwa was said to have become a monster as a result.

Attributes

- Trains Witch Doctors



Odolwa Chantry

History

Although worship of Odolwa had ceased long ago, many cults have sprung up around the lost deity throughout the Scrubs' history. Some seek to find and repair the damage between the Scrubs and Odolwa, others wish for their fellow Deku to pay the price for their ancient betrayal.

Attributes

- Trains Witch Doctors
- Provides soldiers with Second Upgrade (All Deku units gain +2 in all Defense Categories (Armor, Parry, and Shield) and are masked by Odolwa.



Royal Tribute

History

Royal Scrubs held a pretty large sway over their lesser kin. In many settlements it was law for the lower class to offer up a tithe to the local King or Queen Scrub.

Attributes

- Increases Settlement income



Lookout Wards

History

The Scrubs had many enemies, mostly because of their hostile and irrational attitudes. They were always on patrol, always on guard, and always watching over their domains with vigilance.

Attributes

- Provides Law Bonus



Deku Prison

History

The Scrubs tended to prefer taking prisoners in rather than killing them on the battlefield. They seemed to enjoy taunting and tormenting their enemies, as if to make them regret ever trying to oppose the Scrubs in the first place.

Attributes

- Provides Law Bonus
- Ransomed Prisoners generate more rupees.



Boiling Cauldron

History

The Deku Scrubs could be worked up into quite a fury for such small creatures. For those they deemed worthy of wrath, the Scrubs would boil alive before the entire community.

Attributes

- Provides Law Bonus
- Ransomed Prisoners generate more rupees.
- Reduces spread of Mad Scrub