Hyrule Module Major and Minor Threat Lists

Major Threats

1. Ganon and his forces
   1. Ganon
      1. Summary: Ganon is a shapeshifting demon with an insatiable hunger for destruction and conquest. It can alternate between two forms: an intelligent Gerudo man named Ganondorf or a giant boar demon known as Ganon. While fairly powerful in and of itself, Ganon’s true power flow from its ability to create and command a variety of creatures with which it spreads its influence. The higher versions of these, known as Blight Ganons, are miniature versions of Ganon put forth to enact some specific type of widespread destruction. As Ganondorf, it also has shown a willingness to find creatures/people to act as its lieutenants. These lieutenants typically run targeted operations, such as the dismantling of a potential form of resistance or suppression of a region. The non-beast lieutenants are smarter than the Blight Ganons, and can generate more complex strategies, while the beast types are typically preexisting threats that have become more powerful and better leveraged by the manipulation and control of Ganondorf. Ganondorf also has a handful of Generals who oversee his armies. These are all people he’s corrupted to serve him, and conduct his armies against the Hylian King’s armies in more traditional warfare.
   2. The Blight Ganons
      1. Deathblight Ganon
      2. Fireblight Ganon
      3. Waterblight Ganon
      4. Spiritblight Ganon
      5. Windblight Ganon
   3. Ganon’s lieutenants
      1. Gohma
         1. Location: Great Deku Tree, Kokiri Village, Faron Forest
         2. Mission Summary: Destroy the Great Deku Tree and destabilize the Faron Forest region, reducing the Hylian Armies chances for reinforcements.
         3. Description: Gohma is a giant spider with several problematic abilities. Firstly, she’s a broodmother to a swarm of similarly large arachnids. Secondly, she can consume and corrupt the Great Deku Trees vitality, slowly killing him while growing her own power. She generally uses this stolen lifeforce to expand her brood. Thirdly, she’s shown the ability to manipulate other beings of the forest, such as less fey and evil Plant-type monsters, attracting them and pressing them into her service.
      2. King Dodongo
         1. Location: Dodongo Caverns, Death Mountain, Eldin Mountain Range
         2. Mission Summary: To prevent the Gorons from reaching the rich, nutritious rock supplies within its layer, eventually starving them out and preventing from engaging in with the rest of Ganon’s forces.
         3. Description: King Dodongo is a large, fire-breathing lizard. While not intelligent, even compared to other beasts, it can still control its clan of other Dodongos enough to effectively protect its territory against Goron countermeasures.
      3. Barinade
         1. Location: Inside Lord Jabu-Jabu, Zora’s Domain, East Hyrule
         2. Mission Summary: Destroy Lord Jabu-Jabu, protective deity for the Zora.
         3. Description: Barinade is a unique arcane bioweapon fashioned off of Morpha. Ganondorf created this being to infect and feed upon Lord Jabu-Jabu in a similar fashion to how he created Gohma. Barinade has been slowly weakening Jabu-Jabu, and using the vitality it’s syphoned off to create smaller duplicates of itself. Without intervention, Jabu-Jabu will eventually die and a swarm of slime monsters will decimate the Zora at the heart of their territory.
      4. Phantom Ganon
         1. Location: Forest Temple, Sacred Meadow, Faron Forest
         2. Mission Summary: Contain the Forest Temple’s energy and prevent a new Forest Sage from being created. Undermine local Great Fairy’s power.
         3. Description: Phantom Ganon is a simulacrum of Ganondorf, formed from a mass of ghosts and his own will. It specializes in illusion and fear, and can manipulate other ghosts and evil fey. Phantom Ganon remains at the heart of the Forest Temple, having performed a ritual that prevents the temple’s sacred energy from being used to defend Faron Forest and its inhabitants.
      5. Volvagia
         1. Location: Fire Temple, Death Mountain, Eldin Mountain Range
         2. Mission Summary: Abduct and eat the local Gorons while containing the Fire Temple’s energy and preventing a new Fire Sage from being created.
         3. Description: Volvagia is an ancient dragon once defeated and sealed by a Goron King of yore. His reawakening and release by Ganondorf lead to wide spread panic among the Gorons and his frequent attacks on Goron city have lead them to take a defensive posture and unable to handle the other issues plaguing them. Further, his rampages within the crater of Death Mountain have destabilized the volcano, leading to frequent eruption of minor debris. With the aid of Ganondorf, Volvagia has placed an enchantment upon the Fire Temple, preventing the creation of a Fire Sage and the energies of the temple from being utilized to defend the Eldin Mountain Range and its inhabitants.
      6. Morpha
         1. Location: Water Temple, Lake Hylia, West Hyrule
         2. Mission: Poison the local water supply and seal the Water Temple.
         3. Description: Morpha is an ancient liquid-based monster without much intelligence resurrected by Ganondorf to seal the Water Temple. It’s highly resistant to most kinds of damage, with its sole point of vulnerability being a sensory organ that floats within it. Most of the Water Temple’s defenses have been manned by several squads from Veran’s mage corps while Morpha simply lays at the heart of the Temple, stopping the Temple’s power from aiding the Zora, who have a special connection to it, and poisoning the local water supply with its mere presence.
      7. Bongo Bongo
         1. Location: Shadow Temple, Kakariko Village, Eldin Mountain Range
         2. Mission: Harass the local population, awaken the Abyss, and seal the Shadow Temple.
         3. Description: Bongo Bongo was another ancient evil resurrected by Ganondorf. A great and malicious spirit, it spreads nightmares and fear throughout Kakariko Village to subtly discourage anyone from approaching the Shadow Temple. There, it has resurrected a host of undead to protect itself and maintain its territory for it while it suppresses the Shadow Temple’s powers. However, because the Shadow Temple lays on top of the Abyss, Bongo Bongo has a second purpose: to act as a conduit between the Abyss and Ganon, so that Ganondorf can try to subjugate the Abyss into joining his cause. As such, Bongo Bongo as kept a lower profile compared to other lieutenants of Ganondorf, focusing on survival rather than destruction.
      8. Twinrova
         1. Location: Spirit Temple, Desert Colossus, Gerudo Wasteland
         2. Mission: Seal the Spirit Temple and maintain a base of operations for Ganon’s armies in the West.
         3. Description: Twinrova refers to a set of twin Gerudo sorceresses Koume (Fire) and Kotake (Ice). Of all Ganondorf’s lieutenants, they are both most cunning and most loyal. Having promised them their own territories come his conquest, Ganondorf has tasked them with running a base out in the Haunted Waste where they can harass Gerudo Town and prevent reinforcements from reaching the Hylian Forces. Further, Twinrova has sealed the Spirit Temple, and laid down numerous illusions and enchantments to prevent most people from even reaching it.
   4. Ganon’s Generals
      1. Veran: Ganondorf’s chief sorceress and General of his mage corps
      2. Onox: Ganondorf’s chief warrior and General of his infantry corps
2. The Abyss
   1. The Abyss Expansion
   2. Creatures of the Abyss
3. Forces of the Wild

Minor Threats