



# Facticus GoMs

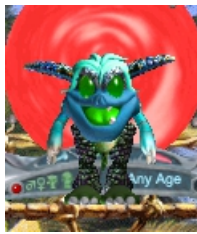
The Facticus Grendels of Minimordor, also known as the Forged, are an artificially enhanced version of the Arimeides Grendels of Minimordor. So similar to the bloodline stemming from Cildnormirgis, yet so different, the Forged carry numerous features that seperate them from the standard Arimeides GoM (most notably Vampess's CFE edits).

The Facticus GoMs are a genetic breed and do not have original sprites.

	
<p>Male</p> <p>Uses the sprites of the C3 Grendels (Grendel A), C3 Ettins (Ettin A), and Bengal Norns (Norn B)</p>	<p>Female</p> <p>Uses the sprites of the Bruin Norns (Norn A), Bengal Norns (Norn B), and Civet Norns (Norn C)</p>

# The Five Immortals

The Lords of the Forged



Angrboda

Queen and Brood Mother of the Forged



Hati



Fenrir



Skoll



Jormungand

In essence, the Forged are altered versions of the Arimeides Grendels of Minimordor (created by Minisauron). As such, most of the features that apply to the Arimeides also apply to the Forged. These features are documented in the Arimeides Manifesto, available at the Mini-Blackgate.

The short version, as written by Minisauron, is as follows:

“Arimeides GoMs show enormous differences between females and males and react to a certain substance called Melhite in a similar way like the inhabitants of the Dune Universe to the Spice Melange. They also have some alternative ways to acquire nutrients.

“By saying 'yes' to an Arimeides its lifespan can increase. By saying 'no' it can be killed! By administering preMelhite, it can be rendered immortal...”

The Forged also share a number of features with the Ueber-GoMs, their naturally-bred counterparts:

- \*The Forged have a repaired pose and gait system and therefore walk like normal creatures.

- \*Females age quickly to the Youth lifestage, where they can then keep males alive – however, they still reach adulthood at the normal time and are at risk of starvation until then. Forged females age slower than Ueber-GoM females do, however (~15 minutes for a Forged as opposed to ~7 minutes for an Ueber).

- \*Young Forged females also have to rely on normal food – only adult female Forged can gain food through slapping

- \*The Forged are not quite as reliant on Melhite for warp travel as the standard Arimeides are. In addition, the Forged will not drop dead instantly when told “no” (though it's still fatal to them in the long run).

- \*Older female Forged are slightly less resilient than younger females.

The above traits are not all that mark the Forged. The following features are exclusive to them and separate them from the Arimeides and Ueber-GoMs:

- \*The Forged are CFE – this makes them significantly smarter than the standard GoM and vastly improves their learning capacity. For example, Forged males are more inclined to sample normal food and continue eating it throughout their lifespan to supplement the nutrients they get from mating.

- \*The Forged are more resistant to slapping than the Arimeides and Ueber-GoMs are – females are only slightly tougher than the standard, but males are much, MUCH more robust than Arimeides and Ueber males are (though they can still be killed should they take enough punishment...).

- \*...Which is just as well, considering adult Forged females will slap her fellows should she get hungry enough and there are no ettins or other creatures to go around.

- \*Young female Forged can go a longer time without food than Arimeides or Ueber females can (~10 minutes as opposed to ~6 minutes).

- \*The Forged do not have as big an appetite as the Arimeides and Ueber-GoMs and get more nutrition from food in general.

- \*Males can acquire all of their nutrition from interaction with other creatures – a normal push will give them fat, a push from a female will give them protein, and mating gives them starch.

- \*The Forged have an altered Fight-or-Flight system based on how damaged they are – heavily wounded Forged aren't quite as willing to fight as healthy Forged are.

# Ehlna: The Sanctuary World of the Forged

While Ehlna is not the first world the Forged were released into (they took over numerous worlds while testing was still underway), it is the world that serves as their main stronghold.

Set in C12DS, the world is a relaxed feral run where no major testing goes on (that is saved for the Forged Wolfling Stations). The entire population is descended from the Five Immortals, who live on the island. Denied contact with the rest of the population, they were responsible for giving the initial females males to breed with, and even now they serve to stir up the gene pool with the occasional fresh offspring.

The Eternal Ettins of Minimordor, themselves having been long out of the limelight, also call the world home. They serve the Forged, bringing them food and entertainment while also acting as punching bags for the females and the occasional aggressive male. Sometimes, a group of norns is released into the world for the females to tear into.

The population is maxed out at 40 creatures, and an active Ovicidal Agent keeps the egg limit at around that area while also constantly recycling older eggs.



Figure 1: Hatching Area 1



Figure 2: Hatching Area 2





Figure 3: The Garden to Hatching Area 2

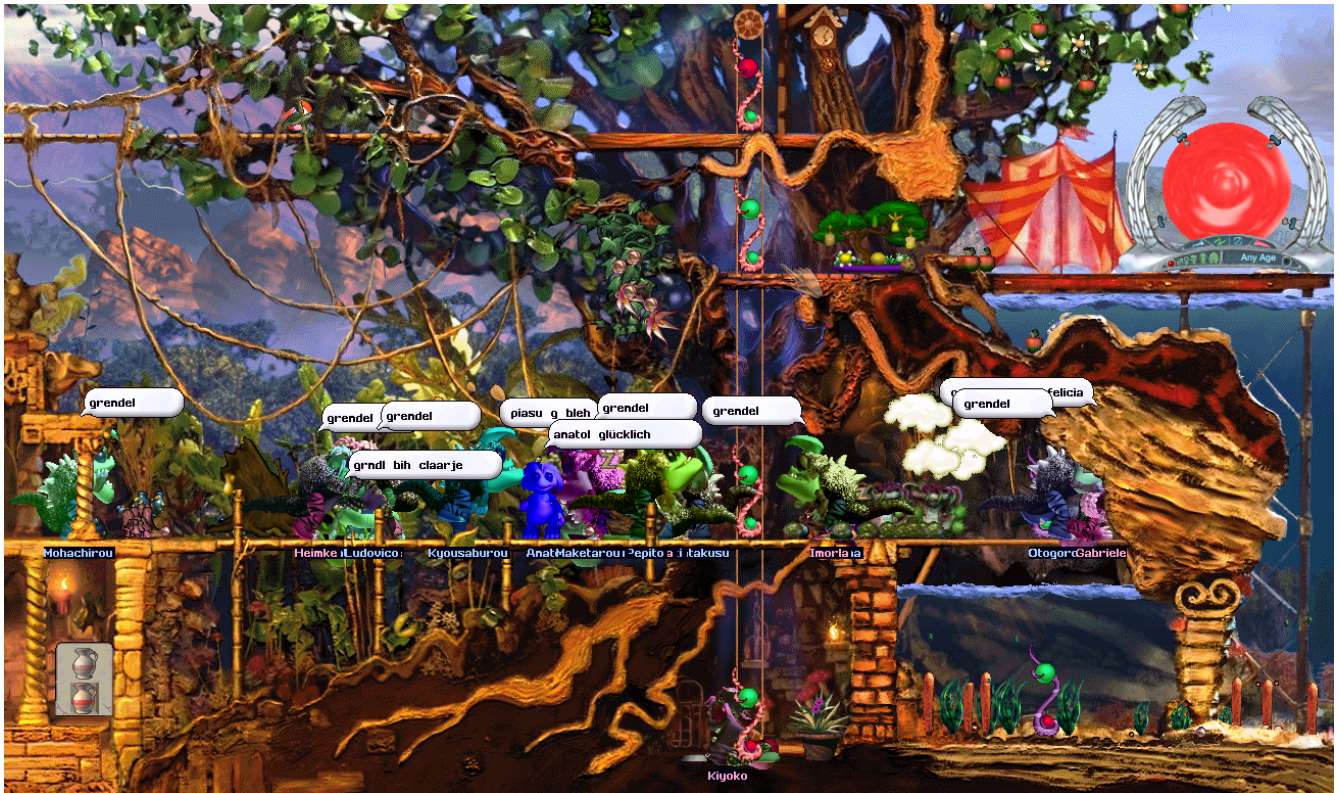


Figure 4: The Jungle Area and the Docks





Figure 5: The West Sea Bottom



Figure 5: The Island of the Immortals



# History: The Rise of the Forged

History has a tendency to repeat itself. Not even the Grendels of Minimordor, under the watchful eye of their lord Minisauron, could elude this fact.

In the time after the rise of the Arimeides, their lord sent out a number of them to other worlds. One group in particular found themselves in a very odd, but familiar, situation: just like their ancestors before the birth of Silic the First, they found themselves alone and lost, with no hand to look after them. These grendels changed very little over the generations, even as their counterparts back in Minisauron's realm underwent the Great Schism and Time of Trial and gave rise to Cildnomirgis.

Many generations later, another odd, but familiar, situation occurred: a being appeared and changed their lives forever. This being, who went by the name Grendel Man, was intrigued by the lost group of Arimeides and brought them into his world.

At first, their performance pleased him, but in time he noticed how, compared to the other creatures that inhabited his realm, the Arimeides were just a couple steps back. In normal circumstances, that would have been the end of them - outclassed by other breeds, that particular line of Arimeides would have been doomed to extinction.

For all of their setbacks, however, the Arimeides were still endearing to Grendel Man, and he was not willing to just let the race die. So, instead of dying out, the group was uplifted - changed to become better survivors, again just like their ancestors so long ago.

To these altered Arimeides, Grendel Man gave them the name "Facticius" - the Artificial, the Man-made. The Forged.

These features were not all that Grendel Man bestowed upon the Forged - he also gave them the sanctuary world of Ehlina to call their own. And to lord over this world, he crafted the Five Immortals - five special Forged, made immortal by pre-Melkite and representative of the four Terrariums of the Shee Ark.

Lord Hati represents the Norn Terrarium.

Lord Fenrir represents the Jungle Terrarium.

Lord Skoll represents the Desert Terrarium.

Lord Jormungand represents the Aquatic Terrarium.

And Angrboda - who bears the exact same appearance as Troba Arima, the brood mother of the Arimeides - is the Queen of the Forged.

Within Ehlina, the Forged carve their own path separate from that of Cildnomirgis. Only time will tell if they ever meet their fellow GoMs - and what the results of that meeting will be....

The original Arimeides GoMs were created by Minisauron  
The Facticus GoMs were created by Grendel Man

Thanks for downloading!

[The Mini-Blackgate](#)  
[The Realm](#)