

Material Progression/Soft natural biome progression

DISCLAIMER: This is a proposal based on VERY long term development. It focuses on making biomes feel (hopefully) natural, while retaining an easy to grasp progression between them, intended for players to feel a sense of growth while they prepare for the big majority of horizontal progression, and to help them get a hang of the game and its mechanics.

This proposal includes a lot of new horizontal material examples and extra biome ideas. Obviously, it's good to focus on what we already have first of all, adjusting tricky early mechanics like crafting your first pickaxe, repairing, and the starter biomes.

Starter biomes:

Safe-ish places to mess around in and find your way, for people to get a hang of how the game works without much punishment.

Plains: Wide and open fields, with flower fields, the occasional river and small copses of trees. Lots of passive animals that won't attack unprovoked. Great for small villages and farms, which are good for lots of simple resource collection and tasks to be done.

Animals such as cows, pigs, horses, rabbits, birds, small plant creatures, simple fish and crustaceans in ponds/rivers/beach, turtles etc. Also flax, very important.

Temperate Forest: Usually adjacent to plains, log cabin villages, simple forest animals

Lots of early "tier" resources in both of these biomes: Animal hide, Soft fur, quarries where stones and copper/tin/zinc can be found. Twigs, logs, and animals like deer, foxes, raccoons etc and weak shelled creatures like beetles, river crabs, giant snails, etc

Are these biomes only interesting for new players? No, rtsim allows for interesting events, sites, etc. Also the presence of strong but passive animals (such as the mammoth herds in the mountains) may graze and roam about.

Intermediate biomes:

Transitional biomes to experience the first step of the world's dangers, meant to smoothen the difficulty curve through exploring

Savannah: transitional biome towards warmer climates. In these biomes simple predators roam such as hyenas, lions etc which drop intermediate materials such as tough hide. Crocodiles and other reptilian creatures could drop scales. In warm valleys, cotton could grow. Tarantulas yield thread for silk. This biome has their own mammoths in the form of Ngoubous and Ntoulas etc. Gnoll camps could be here, as well as bone piles for bone fragment materials, etc

Swamp: Potential transitional biome towards wetter climates such as jungles, the sea or lakes.

Salamanders and frogs can yield slimy skin for supple leather, big ol trees allow hardwood to be found. Alligators and big fish for scales, lots of weird plants for alchemy ingredients, etc. Catoblepas could act as a bigger challenge to hunt in this biome, as well as cockatrices.

Taiga: Transitional biome to colder climates such as snowfields/mountains. Predators like wolves that drop tough leather, as well as stronger animals like moose, tusk rams, bristlebacks, etc. Also the main biome for herds of sheep, goat, alpacas, llamas etc which yield wool, and Elbst that live in the rivers and ponds. Another horizontal type of wood could be found here in the redwoods. Adlet outposts can be found here, which also carry materials and bones. Watch out for dreadhorns.

Bamboo Forest: A transitional biome that could connect mountains with warmer areas. Here, bamboo

can obviously be found, along with another flavor of animal ranges such as panthers/tigers, giant and red pandas, birds, insects and spiders that yield thread, etc.

Temperate Beaches: A smaller transitional biome where you can find giant seashells for materials, shells from crabs etc, scaled creatures and birds, and perhaps various treasures.

Dangerous biomes:

The main “endgame” biomes that should discourage players from exploring when still inexperienced

Jungle: Big warm moist dense tropical forest. Hardwood can easily be found, but tons of other plant-based resources, like lively vines for lifecloth from many plant-based creatures. Lots of (dangerous) animals, birds, and giant insects that drop hard carapace. Lots of water, and aside from crocodiles etc also larger scaled creatures that may reside in lakes that drop jagged scales. Fairly vertical biome where you can also explore through branches and through the dense canopy on top, where birds, insects, and animals like monkeys may hang out.

Snowfields: Cold mountainous area, brrr, home to many predators with thick coats and rugged hides, such as yales and roshwalrs. Frostwood can be found here among the iciest trees. Watch out for terrors such as wendigos and other dangers that will freeze you solid. Rivers and lakes also contain creatures and resources adapted to the cold climate. Also mammoths

Desert: Very dry, hot, and flat. Has the occasional green river/oasis sprawling through it, which is where you'll often find camels and other desert animals resting. Below the sand live horrors like Antlions and Sand Sharks, which will yield Carapace and Jagged Scales respectively. Cacti and palm tree (coconut) resources, scorpions, snakes etc all sorts of creepy beasties, and probably a big sand worm world boss.

Badlands: Similar to desert, but more mountainous and more red. Basically the American canyon biome. Also has cacti, rare ironwood trees, and lots of predators. Especially flying animals, like eagles, condors, and rocs like to be here. Monstrous birds drop monstrous feathers. High mesa peaks with nests on them. Big dangerous rugged creatures roam these lands like rock snappers, and the rare Archaeos.

Tropical beaches: includes the shallows of the sea. Big crabs that drop carapace, and large reefs full of coral and other life. Watch out for sharks.

Arctic beaches: Basically the frozen ice floes on the cold seas bordering frozen biomes. Seals and penguins hang out on the beach. The frozen seas seem calm and lonely at first glance, but predators could be lurking behind icebergs or in the water such as big hungry fish, Roshwalrs, Tursus, and rarely the apex predator Akhluts.

Highly dangerous areas:

Likely smaller scale areas that are highly challenging and punishing for experienced players to explore

Volcanoes: Perhaps not always the typical grayish lava biome, but rather colorful sulfurous heated lakes, fields and trees covered in ash, and dangerous geysers lying in wait to burn your butt. Obviously the lava hotspot here and there, and so this place is inhabited by fiery salamanders, lava drakes, and other rocky creatures that can withstand the heat. Lots of environmental hazards, and strong aggressive creatures that would like to have a cooked bite of you, such as fire-breathing wyverns. Basalt can be found plenty in this biome, as well as obsidian.

Deep Sea: While the surface of the ocean might already be dangerous with sea serpents attacking your ship, exploring the depths and trenches would be very dark and very scary, with krakens and other leviathans ready to meet you. At the dark depths materials like brinestone can be found, as well as the mighty material deepskin, the hide of the powerful sea creatures that allow them to withstand the pressure of the ocean.

Miasma Fields: Areas that have been overtaken by miasma, causing them to rot and fester into fungal

paradises. Mushroom forests with dangerous poisonous creatures and insects lurking around every corner. Mycelium can be found abundantly here, as well as lots of alchemical resources and such.

Enchanted Forests: Whenever magical energy is very high in a forest area, that area might develop into an enchanted forest, the popular hideout for beings such as gnomes and pixies. These places may be beautiful, but are also highly dangerous, for the entire forest may decide to turn against you. The elusive Hirdrasil hail from here, and might lead you to them if you manage to track one down all the way to the end. In these woods treants can be found that may yield eldwood.

Dreadlands: When miasma and magic levels are both high, the area may develop into these cursed lands, where blight and necromancy run wild. These lands are inhabited by unholy and undead monstrosities. As the entire environment is corrupted, it is here where the spectral looking glowy ghostwood can be found.

Sky Islands: Big floating chunks of rock high in the sky that likely stay afloat due to high concentrations of magical velorite. Getting here is quite a task, and so you will be greeted by flying sky serpents and other denizens of these floating cloudy paradises. The rare type of wood Cloudstalk can be found on these islands.

Frozen Lands: Deep within the snowlands or mountains, it can get extremely cold, causing anyone to freeze solid if not for proper preparations. Perpetually covered in blinding blizzards, perhaps through miasma or magic, these lands might be cursed with eternal winter and are home to frozen fortifications of undead armies and other cursed beings.

The Moon: We really gotta get to the moon eventually. Something of a magical satellite, very creepy atmosphere of emptiness, hollow creatures wandering around, with creepy caves of odd moon fungus and the like. Has to be really uncanny. Meteors may be found more here and be harvested for their resources like cool space rocks.

Material progression

Horizontal tiers differ in speciality (different stat spread, magic resistance, etc)

Metal T1: Early game materials that are easy to find



Bronze

Alloy of copper and tin.

Copper and tin can be mainly found above ground in quarries (plains etc)



Brass

Alloy of copper and zinc.

Copper and zinc can be mainly found above ground in quarries (Plains etc).

Metal T2: Materials that split off into different methods of acquiring



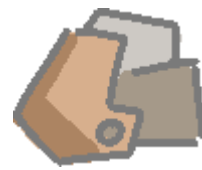
Iron

Can be mined in intermediate cave depth



Tinplate

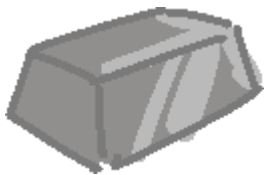
Alchemical transmutation of any T1 metals (including copper, tin, zinc) requires alchemy recipe and ingredient



Scrap Metal

Found through looting
Kobold mines, trash heap piles
Can be made into makeshift armor

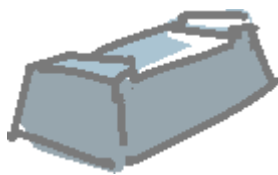
Metal T3a: Finalized solid endgame materials



Steel

Alloy of Iron and Coal

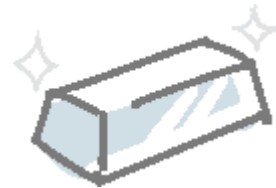
Coal can be found in deep level caves



Cobalt

Can be mined in deep level caves

Rare, biome dependent?



Halesilver

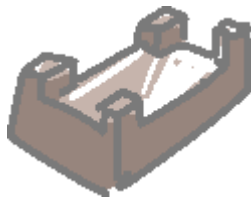
Alchemical transmutation of precious metals (gold, silver, electrum) requires alchemy recipe etc

Metal T3b: More endgame materials with higher advantages and disadvantages



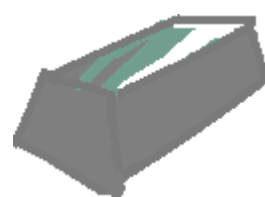
Orichalcum

Alloy/Transmutation of Ancient gold (temple/ruin style dungeon loot) and more



Bloodsteel

Mined/Transmuted from corrupted bloodstones that appear during events like blood moons



Adamantite

Mined from rare deep cave sites
Extremely hard to procure

Hide T1: Early game materials from creatures that are easy to find and easy to beat



Rawhide

Simple leather, made from animal hide.
Skinned from passive animals such as livestock, deer, etc mainly in plains/forests



Shell

Exoskeleton fragments
Looted from weak-ish insect creatures, (River) Crabs, turtles etc (plains/forest)

Hide T2: Materials that split off based on location and have somewhat different properties



Leather

Thick leather made from tough hide.
Skinned from stronger (predatory) animals
Such as wolves, lions, etc found in taiga, savannah etc.



Scale

Sleek, rough scales
Looted from scaly creatures such as Crocs, big fish, big lizards etc found in swamps, savannahs rivers, etc



Chitin

Light, but sturdy material
Made from exoskeletons, skinned from big insects/crustaceans found in swamps, caves, beaches (crabs) etc

Hide T3a: Endgame materials with different properties



Rigid Leather

Very strong leather made from rugged hide,
Dropped by big dangerous mammalian animals such as dreadhorns, catoblepas etc



Jagged Scale

Strong, jagged scales from larger reptilian creatures/fish, such as drakes, sand sharks, etc



Carapace

Big exoskeleton from creatures such as snappers, giant beetles, crabs, antlions etc found in most hard areas

Hide T3b: More endgame materials with higher advantages and disadvantages



Deepskin

Powerful leather from deep sea monsters such as krakens, other leviathans



Dragonscale

Scales from draconic creatures like wyverns, which fly around and can



Plate

Incredibly tough hide from highly dangerous creatures like basilisks

and eldritch sea beings of the deep dark
Cloth T1:



Linen

Made from flax, which grows in plains and forests. Should be easy to find

Cloth T2:



Cotton

Harvested from cotton plants, which grow in warmer climates such as savannah valleys and jungles

Cloth T3a:



Lifecloth

Made from drops from plant creatures like Lively Vines, that tend to live in dangerous forested areas like jungles

Cloth T3b:



Moonweave

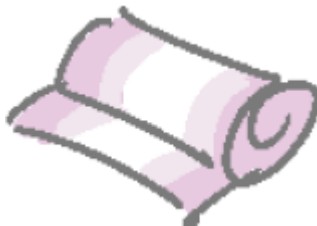
Divine looking cloth crafted from moonbells which only bloom at night at locations where magical energy is strong

be found in various dangerous biomes



Felt

Made from soft fur. Drops from small furry critters like raccoons, rabbits foxes, etc. Also used for steppe village homes



Silk

Made from sticky thread, dropped by crawlers and spiders, which can be found in caves and swamps, savannah etc

and the saurian monsters



Wool

Sheared from animals like sheep, goat, llamas etc that tend to live in taiga highlands



Star Velvet

Textile infused with gems and/or crystals found in caves, for the classic starry big hat wizard aesthetic



Feather

Shamanistic attire crafted from monstrous feathers, dropped by bird creatures such as rocs, griffins etc



Sunsilk

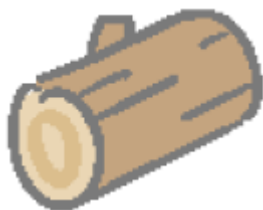
Fiery cloth weaved from pyreblooms which grow at highly dangerous volcanic locations



Nightveil

Textile infused with dark energy crafted from magical ingredients for the cool evil necromancer look

Wood T1:



Wood

"Regular" wood that can be found mostly in forests, and near tree copses in plains



Root

Strong, flexible roots that can be found in forests, plains, good for early bows, ingredients etc. could be used with twigs etc to craft that leafy set

Wood T2:



Hardwood

Strong wood found in warm/wet places such as swamps and jungles



Redwood

Strong durable wood found in redwood forests within taiga biomes



Bamboo

Sturdy yet flexible type of grass found in bamboo forests

Wood T3a:



Ironwood

Very resilient type of wood found in wastelands and volcanic areas



Frostwood

Tough type of wood adapted by harsh cold climates, found in icy areas



Mycelium

Sturdy fungal material from giant mushrooms, found in shroom caves and miasma-plagued areas

Wood T3b:



Eldwood

Ancient type of food, highly magic infused. Found in magical forests, and dropped by treants



Ghostwood

Magical type of wood, corrupted by miasma and magic, found in dark places plagued by deathly magics

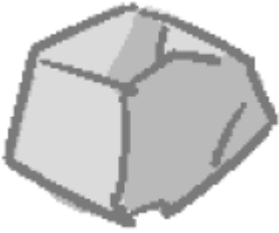


Cloudstalk

Rare, magical type of plant material only found on sky islands

(Stone doesnt have much use now but maybe in the future you can make funny gear out of it so I made a tree for it anyway.)

Stone T1:



Stone

Regular rock for all sorts of purposes
found mostly in quarries and caves



Flint

Used for firemaking tools, arrowheads etc
usually found near riverbanks and such

Stone T2:



Bone

Sharp and hard bone fragments,
Usually found in dry climates or remains,
used as primitive building material,
weapon parts by adlets/gnolls etc



Granite

Stronger stone material, found
deeper in caves, or certain biomes



Seashell

Found on beaches, tough shells
from large shelled sea creatures such
as giant molluscs. Not your average
tiny shell

Stone T3a:



Coral

Tough piece of hardened coral
Found in tropical seas, and grows on
certain sea creature's backs



Basalt

Strong volcanic rock, found on
volcanic areas and lava caves



Obsidian

Rare volcanic type of glass
found in lava caves, used for sharp
weapon parts and arrowheads etc

Stone T3b:



Fossil

Lithified remains of huge monsters



Meteorite

Rarely encountered fiery rocks,



Brinestone

Tough type of rock found in the ocean

like ancient dragons, found deep
underground

Might be found more on the moon

depths. Houses the might of the sea