

Wooded Highlands

Biomes in this group tend toward a classical fantasy look, with green grass, verdant growth, and scattered remnants of lost civilizations. These woods are mysterious, magical, and home to all sorts of woodland critters - some more dangerous than others, of course!

Decoration items from this type of zone should appear to be made of wood or basic metals, and can be somewhat anachronistic in nature. Examples of appropriate creations could range from a fancy gilded butter churn to a wizard's ritual table to a fully equipped, fiery Dwarven forge.

Weapons from these regions should also fit into fantasy tropes, albeit with quite a bit of flexibility. All manner of mundane and magical (and sometimes silly) weaponry fits within this group.

Undead Hills

Biomes in this group are creepy, dim, and dangerous! Natural growth like grass and trees are affected by the undead influence, and become corrupted as a result. Foes in these regions tend to be nightmares, shambling monstrosities, decaying warriors, and other unsavory characters you wouldn't want to meet in a dark alley.

Decoration items from this type of biome should be a bit on the macabre side. "Undead" versions of deco from the Wooded Highlands tend to work well here, as well as creepy bone objects or standard horror-movie props.

Weapons from the Undead Hills should be fantasy-themed, but with a darker vibe than the Wooded Highlands.

Desert Frontier

In these biomes, the sun beats down on baked red sand, and large natural sandstone formations jut from the ground. Natural growth, when it can be found, is stunted and shrublike. Massive skeletons of ancient megafauna litter the landscape, and the evidence of brave (but ultimately foolish) settlers' attempts to tame this inhospitable land can be found from place to place.

Decoration items from the Desert Frontier should be roughly "Wild West"-themed. Props appropriate in the hands of cowboys or desperados or found in a rickety saloon would all fit well here. Antique wooden clockwork objects of moderate complexity will also find a good home in the Desert Frontier.

Weapons from this biome should look appropriate for a standard Wild West setting, and should represent a higher level of technology than the more fantasy-themed biomes. Wood and basic metals are still the order of the day, but they can be used to construct inventive and charming antique clockwork weapons.

Frozen Tundra

Snow-covered ice coats the landscape in the Frozen Tundra. Depending on which sort of tundra you find yourself in, you could be equally as likely to see towering robotic structures or crashed spaceships as you would more expected features, like ice formations.

Decoration items from the Frozen Tundra should fit into one of two main themes: robotic or wintery. Thematic overlap is fine too! Wintery objects could range from ice sculptures to a doghouse-sized igloo to snow-covered versions of objects from other biomes. Robotic decoration is pretty open-ended, but it's important that it has a some flavor or style... think Futurama by way of a voxel editor.

Weapons from this biome should be themed along the same lines as the decorative objects. Icy or frozen versions of traditional weaponry work well here, as well as weapons that would only fit in science-fictiony or futuristic settings.