TERRA MACHINA

A Tabletop RPG by Anthony C. Jones

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ABOUT

Over the course of millennia, what began as a world of fantasy and myth advances beyond its ages of primitivity, agriculture, conquest, exploration, and industry. It is now an age of technology. Life transpires on the spectrum of science and sorcery. It is a world where the gods of the machine coexist with the gods of the natural world. Welcome to Terra Machina.

Terra Machina is a tabletop RPG based loosely on [Dungeon World](#) by Sage LaTorra and Adam Koebel. It imagines a Tolkienesque world where time has passed to the point where technology is just as powerful as magic. Taking inspiration from Japanese roleplaying video games of the 32-bit console era, it is a unique experience that hopes to combine the best elements of fantasy, science fiction, and action.

RULES

TO START
- Each player will do the following:
    - ○ Fill out a copy of the Basic Character Sheet (Use the Stats section to help)
    - ○ Grab a blank copy of the Custom Moves Sheet
    - ○ Select a Base Class and get a copy of that sheet

MOVES

- Moves are the actions a character may take in or out of combat
- There are a set of moves that any character may take that are denoted in the Basic Character Sheet
- A move that requires a roll but no SP cost can only be done once out of combat within a set area
- Each class has its own set of moves (see Classes)
- Certain moves have more than one level that can be obtained only after the first level is obtained
- Unless otherwise indicated, a move consists of a roll of a d20 + a basic move and will have the following results:
    - 18+ ⇒ Success
    - 10-17 ⇒ Minor Success (which means, you only partially succeed, or you fully succeed but there are consequences; in combat, this usually means a counterattack)
    - 9 or less ⇒ Fail (but the character gains an XP)
- Some moves require SP to perform. The SP is spent regardless of if the move is successful or not.
- Unless otherwise indicated, any move that causes an effect cannot stack on that effect
- It is up to the Game Master to determine whether a move is even possible and to set limits against it.

CRITICAL ROLLS

- If the player rolls a 20 on the die in a roll:
    - It is an automatic success, regardless of any negative modifiers
    - The GM should give the player something cool. Examples include:
        - Allow the player to attack twice
        - Give them an advantage for whatever they do next
        - Let the success affect an ally positively
        - Gain a custom move
- If the player rolls a 1 on the die in a roll
    - It is an automatic fail
    - Consequences should be doubled, or a second consequence should be enacted. Examples include:
        - A weapon is broken
        - An item is lost
        - Damage adds a status effect that it normally wouldn't
        - Armor is destroyed

Custom Moves

- A custom move is one that gets created by the GM or by a player with the approval of the GM based on an important event in the story. Examples of important events include:
  - Defeating an important villain
  - Finding a magical artifact
  - Learning a new skill from a teacher
- A custom move can also be obtained from a critical success
- There is a Custom Moves sheet for this purpose
- Examples of custom moves include:
  - Adding +2 to a roll in a specific situation
  - Increasing the damage die for a particular weapon
  - A special attack that can be used in specific circumstances

Traversal

- The players traverse the world in terms of areas
- Examples of an area are:
  - Room in a dungeon
  - Small house
  - Distinct section of a forest
  - Town square
- Combat is set up so that a battle takes place within an area and finished before moving on to the next area (though the GM can use creative ways to extend battles to multiple areas)

STATS

There are 4 stats that are divided into 3 basic moves each:

GRACE

- Determines how graceful a character is in speech and movement.
- Divided into:
    - Diplomacy: The ability to convince others and see the truth when others speak
    - Movement: How stealthily and swiftly a character moves
    - Shoot: Aim and ability to attack from afar

INTELLECT

- Determines what a character knows and how they think.
- Divided into:
    - Deduction: How well the character can figure out puzzles or how things work
    - Knowledge: How much information the character can recall
    - Tinker: How well the character operates machinery or can build things

MIGHT

- Determines how tough and strong the character is.
- Determines starting HP.
- Divided into:
    - Brawn: How strong the character is when carrying and moving things
    - Melee: How well a character attacks at close-range
    - Resilience: How well the character can take a hit and their general health

SPIRIT

- Determines how well the character is in touch with their surroundings and with the natural world.
- Determines starting SP.
- Divided into:
    - Energy: How tapped into magic and the natural world that the character is
    - Search: How well the character can seek things out
    - Sense: How well the character can sense what is around them

Leveling-Up

- Player gains an XP for every Fail roll
- A character gains a new level every time they earn 8 XP
- Leveling-up happens after the current battle or immediately if out of battle and the 8 XP is spent
- Choose one of the following actions:
    - Gain 1d4 Max and Current HP (30 Max)
    - Gain 1d4 Max and Current SP (30 Max)
    - Add +1 to a basic move (limited to 6 or Group Max)
    - Gain a move from character class sheet

Combat

- Combat can be initiated by either the characters or enemies
- Once combat has begun, each player will roll+Movement to determine turn order
- A player's turn consists of the following:
    - A Motion Action, which consists of one of the following
        - Move anywhere within an area (may need to roll something if there's danger. This is up to the GM)
        - Pick up or drop something
    - A Combat Action
        - Use a move on an enemy (like attacking)
        - Use a move on an ally or self (like healin g or using a potion)
- The player may choose to do two Motion actions instead of a Motion and Combat, but the second action will be treated as a move where the player will need to roll
- After all player characters have gone, any allies will then take a turn by consensus of the group
- After any allies have gone, the GM will then take a GM combat action. Examples are:
    - Tripping a hazard
    - Summoning more enemies
    - Introduce a new story element
- If an enemy's HP reaches 0 they die (unless otherwise specified by GM or scenario)
- If a player's HP reaches 0, they are not dead but knocked out and cannot be revived by normal means. They require a special move or item to revive them. For revival after battle, see Death section
- The battle ends when all enemies are dead, or all player characters and allies have been knocked out
- If the players lose the battle, they are killed (unless otherwise indicated by the GM).

Recovery

To recover from low HP, low MP, or status effects without the use of an item or a move, the characters may rest. The situations are:

- Rest in a town in a proper lodge, inn, or house (invited, not broken into)
    - Recover all HP
    - Recover all SP
    - Remove all status effects
- Rest outside of proper lodging but in a generally safe area
    - Recover ½ HP rounded up
    - Recover ½ SP rounded up
    - Remove one status effect

Players cannot rest when there is immediate danger in a nearby area.

DEATH

- You cannot go below 0 on your HP
- If you reach 0, you have been knocked out but are not dead yet
- At the end of the battle, if all characters are at 0 HP, all players die.
- At the end of the battle, if a character is at 0 HP, roll with no modifier.
    - Success: Character awakens with 1d8+1 HP
    - Minor Success: Character awakens with 1 HP and the following negative consequences occur
        - A stat goes down permanently by 1(adjust basic moves if necessary)
        - The character forgets a move
    - Fail: You die

CLASSES

- In addition to the Basic Character Sheet, each player will select a class that will determine their starting equipment
- Each class has a Class Mastery Move that can only be used once all other class moves have been unlocked
- Once a class has been mastered, the character may immediately add another class to their character (only 3 can be active at a time).
- Once the character has multiple active classes, they may use weapons from any of their classes and take the best stats from each class.

STATUS EFFECTS

- All status effects have the following: roll+Resilience with any move.
    - *Success:* Status goes away
    - *Minor Success:* Status remains but does nothing this round
    - *Fail:* Negative Effect
- Each status effect has an item that makes it go away
- Status Effects (Name; negative effect; item cured by)
    - Bleed; Take 1 damage; Bandage
    - Blind; Automatic miss on anything requiring sight; Eye Drops
    - Burn; Take d4-1 damage; Ointment
    - Mania; Attack an ally instead of a move; Medication
    - Paralysis; Turn is forfeited; Stimulant
    - Poison; Take 1 Damage; Antidote
    - Scared; will attempt to run away from the fight; Adrenaline
- Status effect roll happens before a combat move and when moving to a new area outside of combat

ELEMENTS

- Attacks may have elemental damage attached to them.
- Each element has an opposing element (1-1 relationship)
- Add +2 to any damage of an opposing element
- There are 8 elements
    - Earth <> Air
    - Fire <> Ice
    - Water <> Lightning
    - Holy <> Dark

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ARMOR

- Armor has a rating of +0 to +2.
- Rating indicates how much to subtract from damage
- Certain weapons have piercing capability that ignores armor
- The sum of your armor rating can never exceed 3

WEAPONS

- Weapons are divided into Melee and Ranged
- Weapon will determine what die is thrown for damage
- Unless otherwise indicated, the weapons have the following damage dice
    - Unarmed, Gloves: d4
    - Knives and other small 1-handed melee weapons: d6
    - Swords and other larger 1-handed melee weapons: d8
    - 2-Handed melee weapons: d10
    - 1-Handed Ranged: d6
    - 2-Handed Ranged: d8
- Weapons can have the following tags:
    - Piercing: Ignores armor
    - 1H: One-handed. Can be held with only one hand
    - 2H: Two-handed. Must be held with both hands
    - E-(Element Name): Has elemental damage
    - S-(Status Effect Name): Can cause a status effect on a Success roll (not Minor Success)

FOR THE GAME MASTER (GM)

Remember, you make the rules. You are the ruler of the world you create. Some fundamental rules for you are:

1) **Follow the rules? Maybe?:** Some players love the rules. They want you to play the game by the book. Some players trust the GM to be flexible to make the experience more fun. Terra Machina is geared more towards the latter. Some of the information is intentionally left vague for the GM to fill in. So, when something is vague, it's up to you to decide how to handle it. You can take a vote among players or dictate it yourself. It's up to you to find the balance.

2) **Levels aren't that important:** Though leveling-up adds moves and improves basic moves, a level 1 character can roll with a level 10 or a level 50 character. Whenever a new player character is added to the party, it is recommended to start them at level 1 so the experience of the game changes them. However, it's perfectly fine to start them at a later level. It's up to you, the GM.

3) **Creating Encounters:** It will be up to you to find a balance for enemy encounters. In general, a balanced encounter is the following formula:

   Sum of Enemies' HP + Armor = # of players x 20

4) **Creating Weapons:** Basic weapons have a fixed cost of 5 bux. If you wish to make custom weapons you can do it by adhering to the following:

   +1 damage: +10 bux

   +2 damage: +30 bux

   Add an element: +3 bux

   Cause a status effect: +12 bux

5) **Starting Custom Move:** Though not required, a cool way to differentiate your players' characters is to give them one or more custom moves to start with.

6) **Limitations:** Hypothetically, a player could do anything with a good enough roll. It's up to you to decide how much of a limit you allow them to have. You shouldn't allow a player to break the world or make the game less fun for others, but you also shouldn't deny them a chance to break your planned narrative if they see some sort of weakness in your design.

7) **No End in Sight:** There is no maximum level, but at some point, leveling up will have little or no effect for a player character. This happens when a character has mastered all classes (though they can only have three active). At that point, the GM should work with the player to retire that character and create a new one.

SAMPLE CUSTOM MOVES
The following is a list of examples to use as custom moves depending on the player:

Name	Description
Big Ears	+2 to Sense roll when listening to others' conversations
Brawler	+2 to Melee when fighting one-on-one
Call of the Wild	Spend 1 SP to summon a Wolf to your side if in a forest. Wolf has 4 HP and can do 1d6 damage and has its own turn during combat.
Cavern Explorer	+2 to Sense roll when inside a cave or cavern
Chef	+2 to Tinker for creating a delicious meal that will restore 1d4 HP or SP
Detective	+2 to Search when investigating a crime

Good Shepherd	+2 to Sense when attempting to wrangle a plant-eating animal
Informed Traveller	+2 to Knowledge roll for information about a city/town you haven't been to before
King Speech	+2 to Diplomacy when speaking to rulers of nations
Mountain Climber	+2 to Brawn roll for climbing mountains
Prosecutor	+2 to Diplomacy when you try to convince others that someone is lying (whether it's true or not)
Forest Dweller	+2 to Sense in a forest
Natural Athlete	+2 to Brawn when competing in an athletic event
Entomologist	+2 to Search when searching for bugs
Tundra Explorer	+2 to Search when in cold climates
Executioner	+2 to Melee when intending to kill an enemy
Bard	+2 to Diplomacy when doing an acting or musical performance

ITEMS

Name	Description	Cost
Antidote	Immediately heals Poison	6
Aqua Grenade	A grenade that does 1d6 Water damage	6
Bandage	Immediately heals Bleed	6
Basic Airship	An airship with a capacity of 13. Not very good for combat.	700
Basic Armor	Adds +2 Armor	10
Basic Weapon	Basic type of any weapon (no modifiers)	5
Boat	A water craft that carries 3 people and can cross still water	180
Brain Boost	+2 to next Deduction Roll	15
Brawl Balm	+2 to next Melee Roll	15
Calming Agent	Immediately heals Scared	6
Concentration	+2 to next Shoot Roll	15
Concoction	Heals 10 SP	10
Concoction+	Heals all SP	25
Confidence Booster	+2 to next Diplomacy Roll	15
Dangerous Mushroom	Requires a resilience roll: - Success: Heal 1d6 HP - Minor Success: Heal 1d6 HP but gain Poison - Fail: Gain Poison	5
Elbow Grease	+2 to next Tinker Roll	15
Index Card	+2 to next Knowledge Roll	15
Energy Boost	+2 to next Energy Roll	15
Enhancer	+2 to next Sense Roll	15
Evil Grenade	A grenade that does 1d6 Dark damage	6
Eye Drop	Immediately heals Blind	6
Flame Grenade	A grenade that does 1d6 Fire damage	6
Flex	+2 to next Movement Roll	15

Item	Description	Price
Frost Grenade	A grenade that does 1d6 Ice damage	6
Helicopter	A flying craft that carries 4 people and can cross up to 8 areas before needing to land	270
Jerky	Restore 3 SP	3
Jetpack	Allows an individual to fly any distance outside of battle	210
Lazarus Tonic	Revives a fainted comrade in battle	100
Light Airship	A flying craft that carries 7 people and can cross long distances	330
Light Ship	A water craft that carries 11 people and can cross oceans	300
Lockpick	Picking a lock does not require a Tinker roll	10
Magnifier	+2 to next Search Roll	15
Medication	Immediately heals Mania	6
Medicine	Heals 2d10 HP, but can only be used outside of battle	7
Ointment	Immediately heals Burn	6
Potion	Heals 10 HP	10
Potion+	Heals All HP	25
Rock Grenade	A grenade that does 1d6 Earth damage	6
Saintly Grenade	A grenade that does 1d6 Holy damage	6
Scale Armor	Adds +2 Armor	10
Shock Grenade	A grenade that does 1d6 Lightning damage	6
Steroid	+2 to next Brawn Roll	15
Stimulant	Immediately heals Paralysis	6
Tincture	Heals 1d10 HP and 1d10 SP	30
Tincture+	Heals all HP and SP	70
Vitamin	+2 to next Resilience Roll	15
Welder's Gloves	Gloves that add +2 to Tinker	22
Wind Grenade	A grenade that does 1d6 Air damage	6
Yacht	A water craft that carries 5 people and can cross oceans	260
Skinguard	Prevents Bleed twice before wearing off.	3
Eyeguard	Prevents Blind twice before wearing off.	3
Flameguard	Prevents Burn twice before wearing off.	3
Mindguard	Prevents Mania twice before wearing off.	3
Boneguard	Prevents Paralysis twice before wearing off.	3
Vaccine	Prevents Poison twice before wearing off.	3
Willguard	Prevents Scared twice before wearing off.	3

BESTIARY

Name	Description	HP	Armor	Immunity	Locations	Weakness	Type	Attacks
Aquabug	An insect that lives underwater	15	3	Air, Water	Underwater	Dark	Insect	Sting: 1d8+1 damage. Causes Poison.
Arctic Sniper	A white-coated person with a long-range rifle	4	0	None	Tundra	None	Human	Shot: 1d10-1 Ice damage.
Armored Jellyfish	A jellyfish with hard armor	14	7	Holy	Underwater	Air	Animal	Sting: 1d4 damage. Causes Burn.
Armored Rhino	A rhinoceros with a thick metal hide	10	5	None	Plains	Fire, Lightning	Animal	Charge: 1d12 damage Ground Stomp: 1d8 damage to 2 enemies
Baterina	A giant bat with legs that wears a tutu	6	0	None	Cave	Holy	Monster	Bite: 1d12 damage. Causes Mania
Blue Dragon	A wingless dragon that can breathe underwater	20	3	Water, Ice	Underwater, Shore	Air	Reptilian	Swipe: 1d6 Water Blast: 1d10-1 Water damage.
Bog Bugs	Groups of bugs that live in the swamps	11	0	Water, Dark	Swamp	Air	Mob, Insect	Scare Bite: 1d8-1 Dark damage. Causes Scared.
Bog Knight	An armored figure wielding an axe that hangs out in swamps	10	2	Dark	Swamp	Earth	Human	Axe Attack: 1d8 damage

Name	Description								Attacks
Boogeyman	A scary unded creature.	4	0	Air	City	Fire	Undead	Scare Strike: 1d6 damage. Causes Scared.
Brown Dragon	Dragons the size of human beings with thick brown scales	10	2	Earth	Sky, Cave, Mountain	Air	Animal, Reptilian	Scratch: 1d8+3 damage Bite: 1d8 damage. Will latch onto a character causing the following: -1 to Movement Rolls and automatic 1d4 damage until free Dirt Tail Whip: 1d6 ranged Earth damage plus causes Blind.
Butter Fry	An electrified giant butterfly.	15	2	Air, Fire	Sky, Mountain	Earth	Insect	Wind Blast: 1d10 Air damage Fire Blast: 1d10 Fire damage
Candlestick	A sentient candlestick	5	2	Fire	Desert, City	Air	Monster	Bonk: 1d12 + 3 damage. Burn: 1d4 Fire damage to all enemies.
Cave Driller	A robotic tank with a drill that can dig in the earth.	9	3	Earth	Cave, Mountain	Water	Robotic	Drill: 1d6+3 damage. Sound Blast: 1d10-1 damage. Causes Mania.
Cave Tortoise`	A brown tortoise with spikes on its back	3	4	Earth	Cave, Mountain	Air, Water	Animal, Reptilian	Bite: 1d12 Earth damage. Spike Shot: 1d6+1 Earth damage to all enemies. Causes Bleed.
Cave Troll	A troll that lives in a cave.	11	3	Earth	Cave	Water	Monster	Smash: 1d8+5 damage. Frightening Stance: Causes Scared.

Name	Description	HP	DEF	Type	Habitat	Weakness	Class	Abilities
Clay Pidgeon	A pidgeon made of clay.	8	2	Earth, Air	Sky, Plains	Water	Animal	Birdstrike: 1d6 damage. Causes Scared.
Crystal Ninja	A crystalline person with martial arts skills	8	3	Holy	Swamp, Shore, City	Dark	Human	Sharp Punch: 1d10-1 damage. Causes Bleed.
Crystal Squid	A squid that can swim	13	1	Water	Underwater, Shore	Lightning	Animal	Snap: 1d10 damage to a single player Embrace: 1d4 damage. Traps the player who must make a move to escape Water Jet: 1d10 damage to all players
Dark Wolf	A tall wolf with charcoal-like skin	9	0	Dark	Cave, Forest	Holy	Animal	Bite: 1d10 damage
Desert Rhino	A yellow rhino that inhabits the desert	16	2	Earth	Desert	Air	Animal	Trample: 1d8+1 damage to all enemies. Glare: 1d6+1 dark damage.
Devil Snake	A giant snake with a pair of horns	21	1	Water, Dark	Underwater, Swamp	Holy	Reptilian	Snakebite: 1d4 Piercing damage. Causes Poison.
Dryad	A humanoid guardian of the forest with a treelike body.	10	2	Holy	Forest	Dark	Monster	Smack: 1d6 damage.
Eagle Flock	A group of eagles	8	0	Air	Sky, Forest, Mountain,	Earth	Animal, Mob	Manic Screech: A screech that causes Mania.

Name	Description							
					Plains, Desert			Peck: 1d12-1 damage.
Electric Eel	An underwater creature that shoots electricity	9	0	None	Underwater	None	Animal	Bite: 1d10 damage Shock: 1d8 Lightning damage to all enemies. Causes Paralysis.
Experiment	A person that has been experimented on and no longer looks human. Arms have been replaced with guns	9	0	None	Swamp, Cave, City	None	Monster, Human	Manic Shot: 1d8 -1 damage. Causes mania
Fairies	A group of tiny humanoids with wings.	13	0	Holy	Sky	Dark	Monster, Mob	Blind Swarm: 1d4 causes Blind
Fire Scorpion	A big scorpion that has does fire damage	14	7	Fire	Desert	Ice	Animal, Insect	Sting: 1d12 fire damage. Causes burn. Pinch: 1d4. Traps the player who must make a move to escape.
Fire Spirit	An undead creature that flies and is made of fire	17	1	Air, Fire	Sky	Dark	Undead	Fireball: 1d10 - 1 Fire damage. Causes Burn.
Fireflies	A swarm of burning bugs	9	1	Fire	Sky, Swamp	Water	Insect, Mob	Burn: 1d6 Fire damage. Sting: 1d10-3 damage. Causes Paralysis.
Flameknight	A person in an armor that's on fire	4	4	Fire	City, Plains, Forest	Ice, Water	Human	Fire Punch: 1d8 Fire damage.

Name	Description							Attacks
Flying Drone	A robot in the air that can shoot an enemy	10	1	None	Sky, City	Lightning	Robotic	Laser Shot: 1d6 damage
Frog Lancer	A humanoid frog carrying a lance	8	3	Dark, Water	Swamp, Cave, Forest	Lightning	Reptilian	Stab: 1d10 damage.
Frost Ghoul	An undead creature that travels in snow	10	3	Earth, Ice	Tundra, Mountain	Holy	Undead	Manic Punch: 1d4+1 damage. Causes Mania.
Frostflies	A swarm of white flyings bug found in cold areas	17	3	Air	Tundra	Fire	Insect, Mob	Ghastly Swarm: 1d8+1 damage. Causes scared. Frost Bite: 1d4 Ice damage.
Ghost	The ghost of a person who has died.	7	0	Ice	Swamp, City	None	Undead	Fright Swipe: 1d8+1 damage. Causes Scared.
Giant Weasel	A giant weasel	11	0	None	Forest, Plains	None	Animal	Attack: 1d6 damage
Gull Flock	A flock of violent birds	11	0	Air	Plains, Sky	Lightning	Animal, Mob	Dive Bomb: 2d4-1 Air damage. Pecking Order: 1d12 damage.
Gunner Soldier	A soldier with a gun	7	4		City	None	Human	Gunshot: 1d10 damage to an enemy. Gun Spray: 1d4 damage to all enemies
Hammercat	A cat wielding a maul	10	0	None	Forest, Plains	None	Monster, Animal	Blinding Bite: 1d4+1 damage. Causes blind. Smash: 1d10+2 damage.

Name	Description			Resist	Habitat	Weakness	Type	Attacks
Hornet Swarm	A swarm of stinging hornets	5	0	None	Forest, Plains, Desert	Fire	Animal, Insect, Mob	Venomous Sting: 1d4+1 damage to all enemies. Causes Poison.
Ice Knight	A person in white armor in the snow.	13	5	Ice	Mountain, Tundra	Fire	Human	Attack: 1d6+1 damage. Ice Blast: 1d6-1 Ice damage.
Ice Phantom	A ghastly apparition made of pure ice	10	3	Holy, Ice	Tundra	Fire	Undead	Frost Breath: 1d4 Ice damage.
Ice Zombie	An undead that loves the cold	6	0	Ice	Tundra	Holy	Undead	Bite: 1d10 damage. Causes Mania.
Inker	A creature with six tentacles and human legs.	15	4	Holy, Air, Water	Underwater, Swamp, Shore	Earth	Monster	Tentacle Attack: 1d12+3 damage to all enemies. Causes Paralysis. Water Spray: 1d8 Water damage.
Knifefish	A fish with a knife-like nose	5	0	Dark	Underwater	Ice	Animal	Cut: 1d4 damage. Causes Bleed.
Living Snow	A group of snowflakes that seem to be sentient	4	1	Ice	Tundra, Mountain	Earth	Monster, Mob	Strike Fear: 1d4-1 damage. Causes Scared. Pelt Ice: 1d10 Ice damage.
Lizard Samurai	An lizard creature with a katana	10	1	Earth	Plains, Cave, Mountain, Forest	Air	Monster, Reptilian	Slash: 1d8 damage. Causes Bleed. Bite: 1d10-1 damage.
Madbot	A flying robot with a helicopter propeller and crazy eyes.	12	2	Lightning	City, Sky	Earth	Robotic	Crazy Attack: 1d6+2 damage. Causes Mania.
Magmus	A humanoid creature made of lava rock	7	2	Fire	Cave, Mountain	Ice	Monster	Fire Punch: 1d8 Fire damage.

Name	Description								Attacks
Marionette	A marionette. A puppet on strings.	6	0	None	City	Fire		Monster	Slap: 1d8 damage
Mech-Dragon	A flying robot dragon	7	3	Fire	Sky, Mountain	Dark		Robotic, Reptilian	Fire Breath: 1d10+1 Fire damage. Causes Burn.
Merknight	An armored merperson bearing a sword	7	2	Holy	Underwater	Lightning		Human, Monster, Animal	Slice: 1d4+1 damage.
Mollusk	A creature with an oyster-like body, lobster legs, and pincers	3	4	Water	Shore, Underwater	Lightning		Animal	Clamp: 1d8+1 damage
Mud Monster	An amorphous monster made of mud.	7	1	Earth	Swamp, Mountain, Cave, Plains	Air		Monster	Mud Punch: 1d6 damage. Causes Blind
Murder Wasps	A swarm of wasps	6	0	Air	Sky, Swamp, Plains	Ice, Holy, Dark		Mob, Insect	Sting: 1d8 Piercing damage. Causes Poison
Muskroom	A muskrat covered in mushrooms	3	0	None	Cave, Forest	Fire		Animal	Scratch: 1d4+3 damage Bite: 1d4 damage. Causes Poison. Spore Cloud: Cause Poison on all enemies
Paralyzer	A human imbued in darkness that paralyzes their enemies.	10	0	Dark	City	Ice		Human	Paralyze Punch: 1d12+2 damage. Causes Paralysis
Pirate's Ghost	A ghastly apparition that looks like a pirate and wields	16	0	Fire, Water	Underwater, Shore	Earth		Undead	Poison Strike: 1d10-1 damage. Causes poison.

	a poisonous blade							
Psycho Borealis	An ethereal creature made of an array of lights	9	0	Holy	Tundra	Dark	Monster	Manic Attack: 1d6-1 Holy damage. Causes Mania. Fright Attack: 1d6-1 Holy damage. Causes Scared.
Pyro	A tribal magic user that manipulates fire.	16	3	Fire	Desert, Forest, Mountain	Holy	Human	Fireball: 1d8 fire damage. Causes Burn.
Ring of Fire	A literal floating circle of fire	7	0	Fire	Cave, Mountain	Ice	Monster	Fireball: 1d8 fire damage. Causes Burn.
Ring of Lightning	A literal floating circle of electricity	7	0	Lightning	Cave, Mountain	Water	Monster	Lightning Strike: 1d8 Lightning damage. Causes Paralysis.
Rock Beast	A humanoid creature made of dirt and rock	17	3	Earth	Plains, Cave, Mountain	Air	Monster	Rock Punch: 1d10 Earth damage Grab: Entrap an enemy
Sand Crusader	A warrior dressed in robes carrying a staff	19	0	Holy	Desert	Dark	Human	Holy Strike: 1d6 Holy damage Blinding Light: 1d10 -2 Holy damage. Causes Blind
Sand Shredder	A robot that guards the sands with its sawblades.	14	1	Lightning	Shore, Desert	Earth	Robotic	Sawblades: 1d8+1 damage. Causes Bleed.
Sand Spirit	A spirit made of Sand.	10	5	Earth	Shore, Desert	Dark	Undead	Burning Sands: 1d6+1 Earth damage. Causes Burn.

Name	Description			Element	Habitat	Weakness	Type	Attacks
Sandblade	A desert-dweller that's good with a knife	11	1	Dark	Desert	Water	Human	Cut: 1d4 damage. Causes Bleed.
Sandbot	A multi-legged robot that walks on sand.	17	5	Lightning	Shore, Desert	None	Robotic	Shadowbeam: 1d6+1 dark damage.
Sawbot	A robot with buzzsaw for hands	8	2	None	City, Forest	Lightning	Robotic	Shred: 1d12 - 1 damage. Causes Bleed.
Scorch-pion	A robotic scorpion with fiery, poisonout tail.	20	1	Ice	Desert	Holy	Robotic	Sting: 1d6 Fire damage. Causes Poison.
Serpent	A giant poisonous snake.	16	1	Dark	Underwater, Swamp, Plains	None	Reptilian	Bite: 1d4 damage. Causes Poison.
Shard Swarm	Flying intelligent pieces of glass	12	0	Lightning	Desert, Shore	Water	Monster, Mob	Multi-Attack: 1d6-1 damage. Causes Bleed. Mirror: Take a turn to cast Mirror. The next time the Shard Swarm is attack, whoever attacks will get the same damage.
Shoreshocker	A robot that hangs on the coastline and deals lightning damage	2	7	Lightning	Shore	Holy	Robotic	Bolt: 1d8+1 Lightning damage.
Skeleton Knight	A skeleton in armor with a sword	5	4	Dark	Cave, Swamp	Holy	Monster, Undead	Slash: 1d8 damage

Name	Description	HP	AC	Type	Habitat	Weakness	Category	Attacks
Snow Drake	A white dragon that lives in the snowy parts of the world.	19	0	Dark, Ice	Tundra	Fire	Reptilian	Frost Beam: 1d12 Ice damage. Causes Paralysis.
Snow Vixen	A giant white fox	11	0	Ice	Tundra, Forest	Fire	Animal	Bite: 1d10 damage Scratch: 1d6 damage Snow Beam: 1d10 Ice damage
Snowbug	A large insectoid ice creature	6	3	Ice	Tundra	None	Insect	Bite: 1d10 damage. Showshot: 1d6+1 Ice damage.
Spiderbot	A robotic spider with a cannon up top	4	5	None	City, Cave	None	Robotic, Insect	Laser Shot: 1d6 damage
Stonewall	A literal living wall of stone	11	6	Holy	City	Air	Monster	Blockhead: 1d12 damage. Causes Paralysis.
Sun Fighter	A living sun with fists	11	0	Fire	Sky	Ice, Earth	Monster	Fire Slap: 1d6 Fire damage. Sunbeam: 1d8-1 damage. Causes Blind.
Swarm of Mosquitos	A swarm of mosquitos	9	0	None	Air, Swamp, Forest, Cave	None	Mob, Insect	Swarm of Bites: 1d12+1 damage. Causes Paralysis.
Thunder Bird	A yellow bird emanating electricity	8	0	Air, Lightning	Sky, Desert, Tundra	Water	Animal	Claws: 1d6-1 damage. Causes Scared. Lightning Strike: 1d10 Lightning damage.
Thunder Bugs	A swarm of flying bugs that burst with electricity.	22	1	Lightning	Tundra, Plains	Ice	Mob, Insect	Electric Bite: 1d4+1 Lightning damage. Causes Mania.

Name	Description			Type	Habitat	Weakness	Category	Attacks
Thunder Wraith	An undead creature with lightning power	8	3	Dark, Lightning	Shore, Desert	Ice	Undead	Burning Shock: Blast of electricity that does 1d10 Lightning damage. Causes Burn.
Thunderclapper	Flying robotic hands that are electrically charged	1	3	Lightning	Sky	None	Robotic	Electric Slap: 1d10+1 Lightning damage.
Tortussle	A giant tortoise with glowing eyes	18	2	Water	Underwater, Shore, Swamp, Forest, Plains	Lightning	Animal, Reptilian	Bite: 1d12+2 damage
Wakebot	A small robot that rides the coastline.	6	1	Lightning	Shore	Dark	Robotic	Lightning Strike: 1d8 Lightning damage. Causes Paralysis.
Walking Shark	A shark on two legs	9	0	Water	Shore	Lightning	Monster, Animal	Bite: 1d10 damage. Once bitten, 3 damage every turn until the enemy escapes.
Waterbone	A skeleton inside a bubble of water	9	1	Water	Underwater	Holy, Lightning	Undead	Bubble Attack: 1d10 Water damage Bone Attack: 1d12 Dark damage.
White Asp	A snake that lives in the snow	7	0	Holy, Ice	Tundra	Fire	Reptilian	Frost Bite: 1d4 Ice damage. Causes Scared.
Yellow Dragon	A dragon with yellow scales	19	4	Air	Sky, Mountain	Earth	Animal, Reptilian	Wind Blast: 1d10 Air damage Scratch: 1d8 - 1 Piercing damage