**Environment Styles.**

This is broken down into four sections:

Towns (outside),  
Towns (inside),  
Dungeons,  
World Routes.

**Towns:**

1.0. Peninsula Town.

Built into the mountains of a peninsula into the sea, but no access to the sea.  
The only access to Peninsula is a small rocky mountain path that rises steeply to the south and Post Town.  
Vegetation is very overgrown and wild.  
The housing style is log cabin. Everything is wood or has come from trees, plus the pathways are either dirt or (rarely) cobblestone from the mountains nearby.  
The town is used to being very independent. It is the furthest from the City of The Order in the entire kingdom of Wall, and often hears nothing from the capitol.  
Topography is multilayered, with the highest house in the town several flat surfaces above the lowest.

2.0. Post Town.

A town very high up, on the side of steep mountain range.  
Is accessed by a rocky, steeply declining mountain path to the north, which goes to Peninsula, or a gently declining, carriage grade stone road to the south, which leads to Port. There is also an icy mountain path to the east of which only a hardy traveller can pass, and a cliff face to the west with giant cranes, to act as a port for commercial fishermen.  
Vegetation is alpine, with pine trees and light green grass.  
The housing style is log cabin and wood, with cobblestone paths and a major stone road to the south.  
Post Town relies on money from the fishing industry, which gets shipped to the Imperial Port or taken by carriage south to Estate.   
Topography is a thin town stretched out from north to south, with cliffs into the sea on the west and cliffs upwards on the east. However, the town is all on one level.

4.0. Port Town.

It's a crossroads town built on undulating farm land. Actually connected to the City of Estate by unbroken farmland, but is considered its own town.  
Access is via the carriage-grade roads north to Post, west to the docks, or south to city of Estate. There is also a mountain path to the east which used to lead to the adjacent country but has since been cut off by a volcano.  
Vegetation is extremely cultivated and houses are made of carpenter's wood and castle grade stone. Pathways are all cobblestone.  
The town relies on economy from farming and also the docks; by acting as the major port to port route between the City of the Order and the city of Estate.  
Topography is gentle undulating grassy hills that have been mass cultivated and taken over by farmland for livestock and grains.

6.0. City of Estate.

Estate is a major kingdom city of where the Earl of Estate resides. Historically Estate was part of its own country but was pillaged and conquered by the City of The Order many generations ago.  
Access is via carriage-grade stone roads north to Port and west to Lake Town, plus a road under construction to the east, cutting through the Grand Mountains to rejoin the Kingdom of Wall with the State of Orijen.  
Vegetation exists as gardens and lawns and farms, and Tranquil Lake bounds the south west, where the most ostentatious manors reside.  
The housing style is very stone and castle based, with the Earl's massive castle and castle walls a major fixture of the city.  
The city generates massive wealth from farming and trade, and also mines in the south, where most of the kingdom's metal comes from.  
It is generally very flat, with the whole town on one level, and very ordered laneways with the layout of defence in mind.

10.0. Lake Town.

Lake Town sits on the north western edge of Tranquil Lake, and between two massive mountain peaks.  
Access is via the carriage-grade road to the east, which leads to the city of Estate. An old, degraded, and run down stone road also leads west through the Fungal Forest, but has long been forgotten. Mountain trails lead south to Thunder Peak and north to Bitter Peak too.  
Vegetation is rich and lush and very much a source of pride to the townsfolk who have grand manors and lustrous gardens.  
Stone houses exist here in the same style of Estate.  
There doesn't seem to be much economic activity at all, it's almost like a holiday home for the rich of the city of Estate.  
The town itself is quite flat but the feet from Thunder Peak and Bitter peak push into the town limits and make it a very irregular shape. It also exists in a shallow depression that is used to flood the town in some parts of the story.

14.0. City of the Order.

By far the biggest and most populous city in the Kingdom of Wall, and also where much of the army and economic activity is focused.  
Access is denied west of The Wall, but multiple roads lead north and south, and east. Only a small run-down stone road leads further east and through the Fungal forest.   
Houses are all stone. Slums of small tightly packed houses exist in droves, and market areas clog the main streets. Farmland dominates the south, and sections of manors with gardens and small estates exist further north, and two grand castles dominate the western scope of the city and the only known gate that exists along The Wall.  
The City of The Order is a major commercial and ruling centre of the entire kingdom. It collects vast taxes from all other cities and regions and spends most of it fighting the berserk Monio on the other side of The Wall. There is a massive difference between the rich and the poor, with hundreds of thousands of people barely making a living, and an extremely affluent and fat aristocrat class living a completely different life. Trade is focused over land to the south and over sea to the east (from the imperial docks up north).  
The City of The Order exists on fairly flat farmland.

**Towns (inside):**

1.0. Peninsula Town.

Roomy, warm and wooden. Fireplaces, woollen beds, carpets. Shops will have lots of crates and equipment and goods laying around, blacksmiths will have equipment, furnaces, and weapon merchandise laying around, and farms will have rope and feed, bales of hay, pickets for fences and all sorts.

2.0. Post Town.

The town revolves around fishing, so most houses will have varying levels of fishing gears like nets and ropes, sails and all sorts.

4.0. Port Town.

Suburban furnishings and farm land houses. Some houses will just be residences with full family furnishings like cots and beds, couches, fireplaces, etc. Others will be farm based houses with farm tools like hoes and rakes, crates, bales, barrels, fence pieces.

6.0. City of Estate.

Stone slum houses with hammocks, crates, and cramped conditions.  
Stone Manors with ostentatious and beautiful bedrooms and furnishings of silk and material, mats and rugs, dressers with mirrors, servant quarters, indoor plants and so on.   
Massive castle with barracks and stables, weapon rooms and armour rooms.  
Labyrinth of stone corridors and torches on the wall.

10.0. Lake Town.

Gigantic manors of every conceivable rich person's room, with attached stables and greenhouses.

14.0. City of The Order.

Cramped slums of low grade stone benches and hammocks. Cluttered shops of various goods. Massive manors of varying types. Castles and barracks of stone and weapons.

**Dungeons:**

3.0. Ice Pass.

A harrowing pass of ice and stone. No vegetations, plenty of rocky outcrops and cliffs. Dirt cliffs and grey stone cliffs, dirt paths, stone paths and snow paths, with some ice sections. Stalagmites exist in some areas but there are no inside dungeons with stalactites.  
Bleak and without vegetation, and dangerous topography.  
Ice Monio dominate, with some wind and earth.

5.0. Magma Caverns.

An earthy climb on the outside which gives way to black volcanic rock walls and floors and obstacles. A black dungeon on the inside with convoluted chambers, paths, bridges and rock formations.  
Bleak and without vegetation.  
Some lava flows.  
Fire Monio dominate, with some earth.

7.0. City of Estate Labyrinths.

Undescriptive stone walls that do not change. Sewers in sections of green sludgy water that sometimes has bones and logs sticking out of it. Obstacles of caved in walls and non-crossable sewers.  
Dark, earth, and water Monio dominate.

11.0. Thunder Peak.

A peak that is haven to electric Monio. Starts very earthy and brown at the bottom but then gives way to steep, grey stone cliffs. Obstacles consist mostly of varying types of grey stone.  
Electric Monio dominate.

12.0. Bitter Peak.

A haven for earth-bound Monio. Also earthy at bottom and stony at peak.  
Earth and wind Monio dominate.

13.0. Fungal Forest.

Consists of 'on the beaten track' and 'off the beaten track'.  
'On the beaten track': A dilapidated stone road that is crumbling at the edges, has parts that sink into the ground and sections that are pushed up by roots, and overgrown with vegetative neglect. It often disappears under vegetation. A couple of times it is completely blocked by massive, mossed-over fallen tree trunks.  
'Off the beaten track': dark, hard to see tracks through tight and eerie vegetation. Gnarled tree roots and hand-like branches.. Twisty paths.  
Dark, Grass, and Wind Monio dominate.

**World Routes:**

1.1, 1.2, 1.3, 2.9. (Peninsula to Post).

Tight, winding mountain path that ascends greatly to the south. Overgrown and unkempt vegetation, big trees, many boulders and fallen rocks, and collapsed cliffs. Many grass Monio are found here.

2.1, 2.2. (Post to Ice Pass).

Steep earthy path into the mountains. Vegetation is alpine, pine trees at the bottom and pine trees and shrubs covered in snow at the top. Ice and Earth Monio dominate this landscape.

2.3, 3.1. (Post to Port).

Carriage grade stone road that leads down the slope to the south. A stone bridge that crosses a river at the bottom. Lots of green vegetation, trees, bushes, and long grasses, as well as roadside flowers.  
Grass, Wind, Water Monio can be found here.

4.1 (Port to Magma Caverns).

Dirt mountain road up to the Magma Caverns. Earthy and grassy grounds and green vegetation, that turns into black, sooty soils and no vegetation.  
Earth type and Wind Type Monio.

5.1, 5.2, 5.3. (Port to city of Estate).

Cultivated farmlands, and farm houses. Some deep forest type of vegetation further to the east where a very small amount of grass Monio can be found.

9.1, 9.2, 9.3. (City of Estate to Lake Town).

Culitvated farmlands. Some forest to the north of the path and some marshy type land to the south of the path on the border of Tranquil lake. A type of water Monio can be found here plus some old types of grass Monio.

10.1 (Lake Town to Thunder Peak) and 11.1 (to Bitter Peak).

Earthy, green and forest full slopes. Wind, Earth, and Electric Monio can be found here.

12.1, 12.2. (Lake Town to Fungal Forest).

Abandoned farmlands with spooky houses that have steadily been taken over by the outskirts of the fungal forest. Abandoned and haunted houses that are treasure troves for items and money, and the occasional Monio. A unique dark/wind Monio can be found here. A few times, vegetation cuts off the main path.

14.1, 14.2, 14.3. (Fungal forest to City of The Order).

Starts out as an overgrown and abandoned section of farmhouses but quickly become very well utilised farms, and then huge smatterings of housing. One unique Monio can be found here.