FantasyCraft

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# Concepts

## Classes

### Soldier

### Thief

### Archer

### Monk

### Mage

## Multi-Class

## Stats

### Level/EXP

### HP

### MP

### Strength

### Dexterity

### Intelligence

## Ancient Grimoire (Multiple Grimoires?)

### Lose all items when using the Grimoire, but they are saved somehow. Same when going back to Overworld.

### Grimoire shows how many people are in the world and who they are.

### Config option to disable Grimoire. Overworld becomes the world.

## Recipe Scrolls

## Quests

## Dimensions

## Synthesis

# Biomes

## Materia/Mako Caves

## Slums

## Marsh (Midgar Zolom)

## Chocobo Forests

# Items

## Structures

### Single Block

### Multi Block

#### Materia Refiner

* Refines material with a catalyst to get a specific type of material (red, green, blue, etc..)

## Weapons

### Melee

### Ranged

## Armour

### Chestplate

### Leggings

### Boots

## Consumables

## Crafting Components

### Ancient Grimoire = Enchanting Table, Nether Star, Dragon Egg and 6 Lost Grimoire Pages

### Random Grimoire Page = 2x Identical Grimoire page

## Ores

### Mythril

### Orichalcum

### Adamantite

### Materia

* Can be used to upgrade stuff like in Tinkers Construct.

# Magic

## Offensive

## Defensive

## Support

# Enemies

## Land

## Air

## Ocean

## Biome Specific

# Allies