Artist Guidelines

Animals by rarity:

- Eastern red-backed salamander [Common]
- Eastern cotton tail (Rabbit) [Common]
- Northern cardinal (Bird) [Uncommon]
- White tailed deer [Rare]
- Eastern fence lizards [Very rare, almost only the royal family]

Is the culture based on or inspired by existing cultures or concepts?

- No.

General Style of Clothing:

- Short, light clothing
- often expose their stomachs or arms, but prefer to keep their entire legs covered
- same colors as decorations usually, dark green and brownish-red

Coloring Scheme

- prefer darker shades of green or browns
- use (brownish-)red for contrast, used less than green

General Design of Classes:

- Fighters and Healers prefer the lighter clothing common to their people
- But healers usually wear lighter green colors, and prefer to have their faces covered
- Rangers cover their entire bodies to blend in with the environment

Preferred classes (sorted by rarity):

- Rangers [Common]
- Healers [Slightly uncommon]
- Fighters [Uncommon]
- Mages [None]

Style of Architecture:

- Prefer to build wide, not tall

- Their older buildings used to be very stylistic, but they started to build with a more utilitarian style
- Prefer to incorporate the surroundings instead of changing it to suit the buildings
- Usually build in the shadows of large objects like big trees or cliffs
- Building hidden from sight because of smaller bushes and similar flora
- Buildings use dark wood preferably, and sometimes stone if its available
- Decoration use dark green and brownish-red

Main Biome (Biome that makes up the majority of their territory):

- Enormous trees
- thick bushes, often thorned
- predominantly larger flora, and often vines ranking around buildings, trees or cliffs
- often foggy, lots of moss

Naming Conventions:

- The name of their faction is "Republic of the Undergrowth"
- They call themselves the "Shaded People"
- Names of places usually either reference Shadows or the Undergrowth

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