General Information

Who are they?

- Called the **Republic of the Undergrowth**, is a very limited democracy led by a council of eleven people (+ one open seat)
- Formerly called the **Kingdom of the Undergrowth**, a monarchy under the Valanidiá royal family
- very prejudiced against all “new” forms of magic
- Exception is healing magic, which has been a part of the forests culture for longer than their kingdom existed

What is their goal?

- To drive out all “new” forms of magic, at least from their country if not the whole forest
- To discover the truth about the night the queen was murdered, and bring the people responsible to justice
- To find the Queen's brother and have him join the Council to give the new Government legitimacy

Why do they have that goal?

- Their country was ravaged by Bandits wielding Mages
- A group of mages killed their queen
- Parts of their territory was devastated by bandits wielding magic almost immediately afterwards, they do not know if it was a coincidence or planned

What kind of animals are part of the Faction?

- 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]

What kind of culture do they have?

- Has developed a tendency towards Collectivism
- Prejudice against mages and people from the Magic Faction
- They usually live in bigger buildings with multiple families
- They prefer to build in the shade of trees or cliffs, and rarely build in the trees
- Prefer light and simple clothing with more exposed skin rather than less
- Popular colors for clothing and decoration are dark green and brownish-red (color of fertile soil common in their land)

What kind of classes do they prefer?

- No magic classes, only support healer classes and potential variants
- Classes focused on anti-magic combat, less prepared to deal with non-magical threats like heavily armored units
- Majority of classes are agile units that can kill mages as fast as possible before they can cast their magic
- Class Archetypes by rarity:
  - Rangers [Common]
  - Healers [Slightly uncommon]
  - Fighters [Uncommon]
  - Mages [None]

What kind of Quests/Events do they have?

- Encounter the former Court Mage that disappeared the night the queen died and discovering the truth
- **Finding the lost brother of the queen to bring him back and let him claim the open seat on the council**
- Working with the only survivor from the time the Artifact first activated to uncover clues about the original purpose of the Artifact(s)

- (Minor Quest) Driving Mages out of their territory

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