Merchant Faction

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General Information

Merchant Faction Short Summary

Who are they?

- A neutral faction
- Lead by a mysterious hare called Lykard
  - Veteran members speculate about whether he escaped a prosecution or was a high noble

What is their goal?

- Try to stay out of conflict and live a comfortable life
- Improving their skills in trading

Why do they have that goal?

- All members joined in search for a new life
- Never want to be nuissanced by the problems of their old lives

What kind of animals are part of the Faction?

- Horses
- Hares
- Mice

What kind of culture do they have?

- They love to get together and have parties, but without any greater reasons
- They where the fabrics with which they trade
  - Very colourful
  - No metal
  - Simple shirts and trousers, but well kept
- As their camp moves often they only live in tends, with some bigger being walkable
- Often sleep under the sky next to a campfire if they are on the road
- Many don't know how to fight at all

What kind of classes do they prefer?

- Only use simple weapons
- Don't wear armour or special equipment
- Fighters, Rangers or Rogues

Artist Guidelines (Merchant)

Animals by rarity:

Hares > Horses > Mice

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

Inspired by medieval merchants roming Europe by carrages and horses. Though, here the horses are carrying the heavy merchandise.

General Style of Clothing:

Mostly linen in various colours. Each merchant doesn't wear just one colour of clothing. Clothing is well kept, but not fancy. Shirts, trousers.

Coloring Scheme

red, blue, brown, green

General Design of Classes:

Just wear their weapons, no special equipment or armour

Preferred classes (sorted by rarity):

Rogue, Ranger, Fighter

Style of Architecture:

Simple tents, one bigger walkable tent

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

European mixed forest

Naming Conventions:

Background

History and Culture of the Faction

History (WIP)

The Leader

He holds the faction and acts as father and friend to everyone. Many have asked themselves why he started this life, but not even the veterans of the faction have any conclusive ideas. He never wants to talk about his private life, which makes him seem the most distant of all the member, but as he always shoulders the responsibility of keeping them in high spirits and helping with all their personal and trading problems, they all decided to not push him. However, some speculations between their ranks come up regularly due to the leader’s mannerisms and way of speech. When he needs to barter with aristocrats, he tends to be too well-spoken for being just a regular merchant, resembling more a count talking to acquaintances. But in complete contrast he always knows his way out of a sticky situation, like he once was on the run. Nevertheless, it is unimously agreed upon, that the leader is the right guy for the important job of giving them the opportunity to a comfortable life.

Culture

Culture

Their way of trading

Everyone joining the merchant faction first gets a summary of all the rules by the leader. He will always emphasize on how important it will be for them to never try and get more from their trades as they need, and always be mindful enough, to think about if they would buy their goods for the prices they are marked at and back off otherwise. This became the most successful practice to achieve a comfortable life by means of trading during all his years of experience. "A peaceful life is guaranteed, if you have enough wealth to enjoy good food and drinks and don't need to fear someone else’s power ruling over your path or even ending it." With this the leader will assign someone he deems worthy of conveying practical experience, before being ready to start a merchant’s life.

Their way of living (WIP)

The main camp is regurlarly used for lush feasts where everyone contributes their favourite foods and drinks and enjoys being part of a group of like-minded individuals. But appart from these gatherings most live individual lives. Trades are kept secret, as knowledge about them could ruin friendships. Also, help is always offered by means of time or knowledge and never money, further preserving their friendships.

Quests

Connection to Main Quest

Artifact

Key Interactions

- when talking to leader he will be near impossible to porsuate of anything (GAME DESIGN)
- other NPCs in merchant faction talk about how good leader is in sweat talking and avoiding confrontation
- while traviling with leader some answers start to get highlighted
- **NEW**
- obtain knowledge of leaders location by completing one or two merchant quests
- at the leader either buy artifact, if you helped with merchants requests
- or take it away from him and than need to fight some mercenaries before being able to adventure on

What kind of artifact does the faction posses?

- beautiful amulet worn as a kneckless
- teal coloured
- **NEW**
- spawns thorns continuously, becomes worse if longer at one place
- therefore, merchant camp location not always known
- once artifact obtained, reduces prices of shop items

What are they doing with the artifact?

- ability to read people body language
  - tell lies
  - tell mood
  - tell interest level
- easier time talking to people, as most efficient answers may appear highlighted
- faction members like how easy there life seems to get around leader
- primarily used to enable comfortable life
- (GAME Design)
  - Are dialogues planned?
  - how could powers function?
  - Faction has minimal influence on the main quest

- **NEW**
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When and how did the artifact get to the faction?

- during his life before becoming a merchant leader saved life of a cloaked person who gifted him the amulet

When did the faction discover the artifact?

- nobody in the faction knows of any powers being granted to the leader and them

How much does the faction know about the artifact?

- faction doesn't know
- they just follow the leader, as it makes their lives better

Ideas

- Amulet travels with leader
  - need to find his location
- Amulet is at camp with leader
  - shown on map with neutral merchant marker
- Brambles are left behind by artifact.
- merchants may disclose leaders location
- merchants may disclose information from other factions