

# 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:

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Revision #3

Created 10 December 2024 16:49:31 by Carl

Updated 3 January 2025 12:31:21 by Carl