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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