

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 nuisanced 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 wear 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 tents, 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

Revision #5

Created 12 November 2024 16:37:27 by Carl

Updated 20 January 2025 15:48:21 by Carl