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

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