Storybook

History

The leader

Lykard 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

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.

Animals:

- Hares
- Horses
- Mice

General Style of Clothing:

- Shirts and trousers made of linen
- Colourful
- Well kep, but not fancy

Coloring Scheme:

- Red
- Blue
- Brown
- Green

Preferred Classes:

- Only simple classes:
  - Rogue
  - Ranger
  - Fighter

General Design of Classes:

- Only wear their weapons
- No armour or special equipment

Style for Architecture:

- Simple tents
- Including a larger, walkable, main tent

Biome:

- Common trees reminiscent of european forest
- Including corniferous and broad-leaf trees
- Campsites placed in clearings

Artefact

The merchant faction owns a piece of the Artefact in form of a necklace Lykard wears around his neck concealed under his shirt. It offers the wearer knowledge over other’s intentions and how to properly converse with them. However, as it doesn’t grant any magical abilities, Lykard doesn’t know about these properties and uses this knowledge as if it was his own, helping all in the faction to become respectable merchants. But his necklace also bears a curse, which won’t let his owner stay in one place for too long. If they would, thorns would start to grow until they are entirely

encased. Lykard and his faction have never suffered from this, due to their nomadic lifestyle. The necklace was offered to Lykard by a hooded traveller, after being helped, before the time of the merchant faction. During that time, he lived the life of a vagabond, after having fled his old life in search for a comfortable one.

Quests

- Assisiting merchants with their trade, gaining trust with the faction in the process
- Helping Lykard with defending the base camp from mercenaries

Quest: Helping the leader

“Welcome to our camp.
First, I want to thank you in the name of my friends with helping them with their trades.
They told me you were reliable and even earned them a little bonus.
I would have liked to meet you at a better time, but as things stand, I yet again must ask for your help.
I heard from some of my men, that some mercenaries are on their way here trying to relieve us from our goods.
Therefore, I would ask you, are you willing to help us defend against them?”

If the player accepts they will have to fight some mercaneries in the next fight. After winning Lykard holds a big banquet, which leads to him staying longer than usual, activating the curse of his necklace, allowing the player to obtain the required powers, by harvesting some brambles.

Quest: Helping a merchant

“Greetings fellow traveller.”

(Multiple choice) “Good day. I am on my way to [choose place in one of the other factions’ territories].”

“Do you have any business with the [faction]?”

(Multiple choice)
(1)“That’s none of your business. I am just trying to buy some replenishments from you.”
(2)“I need to get there due to a mission given to me.”

(1)“Excuse me. You are welcome to look at my wares.” (quits the quest)
(2)“If you are already on your way there, could you please be so kind as to take these goods with you? They already know me, and I would rather not see them again.”(puts certain item into players inventory)

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