

MERCHANT RECORD SHEET

FUNDS

Starting Funds – 1,500F

MARKETS

Ereworn □□□□ □ _____ F
 Glissom □□□□ □ _____ F

Helentor □□□□ □ _____ F
 Baumersteim □□□□ □ _____ F
 Kalugen's
 Keep □□□□ □ _____ F

Katorheim □□□□ □ _____ F
 Beltayne □□□□ □ _____ F
 Brymstone □□□□ □ _____ F

Tamor □□□□ □ _____ F
 Selentium □□□□ □ _____ F
 Crescentium □□□□ □ _____ F

Clyster □□□□ □ _____ F
 Scardic □□□□ □ _____ F
 Breylak □□□□ □ _____ F

Rathurbosk □□□□ □ _____ F
 Ferromaine □□□□ □ _____ F

Netherford □□□□ □ _____ F
 Cantorbridge □□□□ □ _____ F
 Ongus □□□□ □ _____ F

Wyrđ x4/x10
 Yggdras x4/x10

Meore □□□□ □ _____ F
 Quadrille □□□□ □ _____ F
 Achantan □□□□ □ _____ F

Income from undeveloped markets (i.e., no market stalls or market hall) in a region is doubled if the player controls all of the markets in that region.

TRADE ROUTES

Glissom to Katorheim _____ F
 Braylak to Meore _____ F
 Achantan to Selentium _____ F
 Crescentium to Ferromaine _____ F