Introduction:

Player starts in small town/village and wishes to be rich/powerful

(NARRATION)  
 You dreamt of your youth… The warmth and safety of your home near the center of the village. You remember the scent of fresh bread, of flour, of a low burning fire. You recall your father, hair flecked with bits of grey, kneeling by the fire; kindling the coals to keep it burning. You remember your mother; her soft hands run through your hair as she flips to the next page of a worn storybook held in front of you. Your mother used to read all types of stories to you, faerie tales, folklore, history, but the types of books you loved the most were about merchants. The idea of exploring the world, the thoughts of building a trading empire. The vast wealth and power that you could hold over the kingdom spurred you to become a trader. Merchants these days hold incredible power over the kingdom. There exists a merchant guild known as the Merchant Mavens. Membership amongst the Mavens required only the best of the best regarding bargaining, resource management, and leadership. They control everything ranging from the flow of wealth, importation of exotic goods, and opinions of royalty. It has been around 10 years since you left the village in hopes of joining the Merchant Mavens.