Introduction:

Idea 1: Player starts in small town/village and wishes to be rich/powerful

    “... And he united the lands under his banner, Thaldrin Devar brought order to the land through trade and promises of prosperity. And so, the kingdom entered a golden era, merchants spreading their influence throughout the land, benefiting all they traded with, villages grew into towns and foundations for kingdoms to come. Thaldrin Devar… one of the many mercantile lords of old.” A book slammed shut. It was a fable of sorts. You have heard many like the one your mother read to you just now. Stories about powerful merchants; adored by the public, advisors of entire kingdoms, bringers of exotics and riches from around the world. Many have left your village in the past, wagons filled with goods, hoping to become a trade lord. Despite the protests from your father, you have now become of age to leave the village and saddle a horse to claim your fortune.

Idea 2: Player is exiled from a merchant family due to failed trades. Sent to a small, faraway village.

    (can start with player customization)

    (Insert flashback scene) “You utter failure! Disgrace to the (-Insert PC Family name-) family. I will tolerate you no longer! I hereby banish you from this household and pray you never to return…” You remember that day clearly, as if it had happened yesterday. Your lack of financial knowledge and daftness caused you to squander your family’s finances frequently. Other houses often took advantage of you and so your house was often thrown into disadvantageous trades. For your frequent failures your father had exiled you to a remote village, your possessions burned and cast away. Luckily for you, the villagers all took to you quickly, showing you the ropes of village life, of farming and crafting. But deep down, that burning desire remained, to prove your family wrong. Now the problem remains; correct your bargaining skills and improve your wit. You will soon need them to claim your rise to power.